
Subject: Xinteranimate "Unable to create pixmap" error
Posted by [Joe Means](#) on Thu, 04 Nov 1999 08:00:00 GMT
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Hello IDL newsgroup!

I run IDL 5.21 on a PC under WinNT.

While running Xinteranimate.pro I got the error:
% WINDOW: Unable to create pixmap.
% Execution halted at: CW_ANIMATE_LOAD 652
c:\win32apps\RSI\IDL52\lib\cw_animate.pro

This animation used about 15Mb of memory [according to Performance monitor] before giving me this error. I understand the error comes from running out of RAM on my video card, right? My video card is a Viper v770 with 32Mb ram.

My PC has 1Gb RAM, much more than is needed to run this animation. I got this much RAM specifically to be able to run large animations in IDL. How can I get this animation to run? I also need to be able to get animations to run for which the file containing the stored images is about 60Mb up to 300Mb. Do modifications need to be made to Xinteranimate and its subroutines to use regular RAM instead of video RAM?

Thanks for your help.

Cheers,
--Joe Means
