Subject: Re: Large animations under NT
Posted by wbiagiot on Fri, 17 Dec 1999 08:00:00 GMT
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In article <38597A1D.9B9D75EA@fsl.orst.edu>,
  Joe Means <means@fsl.orst.edu> wrote:

> The problem is WinNT40 ran out of video RAM space [based on Randall
> Frank's comment] for pixmaps when loading large animations [180
frames,
> 500x800 pixels] into Xinteranimate.pro, and I got the error below. My
> pc is large enough system RAM and HD space are not limiting. I am
> hopeful, based on Adam's response, that RSI may work on this.
>

Hi Joe,

Yeah, I concur with the analysis that you ran out of video RAM space. A
quick look at CW_ANIMATE shows that pixmaps are allocated to every
frame as that is the quickest means to animate in IDL. Video
hardware is highly optimized for operations such as these - the "TV"
routine won't even come close. I'm surprized that you got as far as you
did - how much video memory do you have? Video cards with 32M are
becoming cheaper and much more common these days and you can probably
pick one up for close to $100. However, unless I am mistaken, you
require: 500 x 800 x 180 = 72Mbytes at 256 colors. Even if you stopped
at frame 95: 500 x 800 x 95 = 38Mbytes!?

As far as the "developers looking at it" (I shudder everytime I hear
that), that means that IDL7.2 might address it. IMO, I do not think
there is a solution under the current method. I also suspect that ALL
Windows platform will exhibit the same limitations since it is not an OS
problem.

-Bill B.
--
"They don't think it be like it is, but it do."

Oscar Gamble, NY Yankees

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