
Subject: Large animations under NT

Posted by [Joe Means](#) on Thu, 16 Dec 1999 08:00:00 GMT

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Hello IDL Newslist folks,

Here is an update on a problem I posted a couple months ago. At the time I got thoughtful responses from Randall Frank and David Fanning, but unfortunately no solutions. I got back to the problem recently and interacted with IDL tech support.

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.

The following is clipped from our most recent communications:

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Joe:

Yeah... it seems to be a conflict between WIN-NT and the way CW_ANIMATE.pro is written... because it crashes on every WIN-NT machine I ran it on today! I'm going to talk to the developers tomorrow and see if there's anything else they can think of. As far as I'm concerned this phenomenon should probably be logged as either a bug or a feature request that the CW_ANIMATE_LOAD be rewritten. I'll let you know what I find out...

Cheers: adam b

Adam Bielecki	Research Systems
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If this is regarding a tech support or upgrade submission and you respond to this e-mail, please include my name in the subject line.

Software = Vision

> -----Original Message-----
> From: Means, Joe [SMTP:Joe.Means@orst.edu]
> Sent: Wednesday, December 15, 1999 5:14 PM
> To: 'RSI E-mail Support'
> Subject: RE: 12592669051 Attn: Adam. No auto-reply.
>
> Hi Adam,
> Sorry about the bad news, for my sake at least. This attempt did not
> work:
> Finished loading frame: 90
> Finished loading frame: 91
> Finished loading frame: 92
> Finished loading frame: 93
> Finished loading frame: 94
> Finished loading frame: 95
> % WINDOW: Unable to create pixmap.
> % Execution halted at: CW_ANIMATE_LOAD 652
> d:\win32apps\rsi\IDL52\lib\cw_animate.pro
> % XINTERANIMATE 333
> d:\win32apps\rsi\IDL52\lib\xinteranimate.pro
> % ANIMATION_TEST_Z 44
> D:\Win32Apps\RSI\IDL52\Other_Libs\Test_Progs\animation_test_z.pro
> % \$MAIN\$

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