
Subject: Re: Large animations under NT
Posted by [Randall Frank](#) on Sat, 18 Dec 1999 08:00:00 GMT
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As I see this topic walking about, I could not resist...

Just to clarify comments attributed to me a little.
I suspect the limitation is actually in the card video driver. The limit is not the amount of video RAM on the card (from Joe's example, he easily exceeded this), but NT video drivers can impose their own limitations on the number and size of IDL "pixmap", and often do. For example, video card driver memory may not be allowed to use swap-able pages. Thus, while you have plenty of RAM and swap space, there may still not be sufficient usable memory for the video driver to allocate large IDL pixmaps given those limitations. The behavior Joe is seeing is not really a bug in IDL, but rather a limitation of the OS/video drivers that creative work on the part of the IDL graphics team might be able to address.

So much for my lurking status...

Joe Means wrote:

>
> 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:
>
> =====
> 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

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> request
> that the CW_ANIMATE_LOAD be rewritten. I'll let you know what I find
> out...
>
>                      Cheers: adam b
> -----
>
> Adam Bielecki                      Research Systems
> Inc.
> <support@rsinc.com>                4990 Pearl East
> Circle
> [303]-413-3920                      Boulder, CO 80301
> ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^ ^^^^^^^
>
> 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
>> % $MAIN$
>
> =====
>
--
rjf.

```

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