
Subject: Re: new user - xinteranimate question
Posted by [Geoffrey Smith](#) on Thu, 17 Jan 2002 13:59:41 GMT
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In article

<bowman-1601021810010001@cdm-208-137-190-brcs.cox-internet.com>, K. P. Bowman <bowman@null.com> wrote:

> In article <160120021700406238%geoffrey.smith@nrl.navy.mil>, Geoffrey
> Smith <geoffrey.smith@nrl.navy.mil> wrote:
>
>> I am a new user of IDL and would love some help. I am trying to load a
>> bunch of tiff's into xinteranimate to view them as an animation.
>> However, once I load roughly 120 of them I get an error saying there is
>> no space left in the buffer, and it tosses me out. (IDL typically
>> crashes then as well)
>>
>> I am running version 5.5 in classic mode of Mac OS X. I have 1.5gig of
>> mem in the machine, and according to top there is almost a gig of free
>> memory when this happens, so it seems to be an internal buffer which I
>> am filling.
>
> Two possibilities:
>
> 1) Make sure your memory allocation for IDL is set as large as possible.
> It is still an OS 9 app. (Find the IDL app. Do Get Info. Set Preferred
> and Max memory to say, 1 GB.)

thanks for the advice - funny thing, i thought i had gone deep enough
into the rsi folder and found the idl app, to up its memory partition,
but it was actually only yet another alias.... my stupidity.

> 2) Use GraphicConverter (excellent shareware, OS X compatible) to
> convert the TIFFs to a QuickTime movie. View with Quicktime.
>

yeah, i have loved GC for years. the difficulty in this case is that
the TIFFs are 16 bit, and while GC has changed how it deals with that
recently, it still does not deal with the 16bit TIFFs very well. I am
in the beta program for GC, and will be asking Thorsten to work on it,
but havn't gotten around to it yet.

Anyway, thanks for the advice - it worked.

-g
geoffrey.smith@nrl.navy.mil
