Subject: Re: new user - xinteranimate question
Posted by bowman on Thu, 17 Jan 2002 00:10:01 GMT

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.)

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

Ken