
Subject: Re: fast image display

Posted by [David Fanning](#) on Wed, 15 May 2002 23:48:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dan Larson (drl16@cornell.edu) writes:

> I'm not using a 486 :). However, I have tried the approach that
> several people suggested, Xinteranimate. This routine works fine
> for about 100 image frames. Larger number of frames leads to the
> following error message:
>
> "%window: unable to open pixmap" OR
> "unable to allocate memory for backing store. Window closing."
>
> This is a problem I have encountered before with Xinteranimate.
> Changing the backing store (RETAIN) doesn't really alleviate
> the problem. In addition, I don't know how to add color with
> Xinteranimate.
>
> It could be I'm asking for too much to use pixmaps on such
> large arrays...

Allocating pixmap memory is always an interesting proposition. Pixmap memory is allocated against the video driver. It is up to the video driver what is done when more memory is asked for than it has available. Many drivers can use system memory to store extra pixmaps. Others can page virtual memory. With these drivers you can create absolutely huge pixmap files. Some drivers are extremely limited. For example, Windows NT drivers cannot page virtual memory, so you are strictly limited to system memory.

In any case, it is probably more a hardware problem than it is an IDL problem.

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
