Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by Liam E. Gumley on Tue, 27 Aug 2002 14:40:49 GMT
View Forum Message <> Reply to Message

Dick Jackson wrote:
>
> Hi Dave,
>
> "David Fanning" <david@dfanning.com> wrote in message
> news:MPG.17d2c7f3f8fbd16398997a@news.frii.com...
>> Craig Hamilton (someone@microsoft.com) writes:
>>
>>>   I want to allocate a lot of pixmaps using
>>>   window,/pixmap,xsize=128,ysize=128,/free
>>>
>>> Is there a limit to the number of pixmaps using IDL 5.5
>>> under MSWindows 2000? I get an 'unable to create pixmap'
>>> error after !d.window reaches 364 (although this number varies).
>>>
>>> I have 768MB of RAM, so I am not running out of memory. So far
>>> in the docs, I have just found that it says you can create 'a large
>>> number' of pixmaps.
>>
>> The reason for the hand-waving is that the number of pixmaps
>> you can create is a function of your graphics card and how
>> "smart" it is.
>>
>> To get around this limitation, I use unmapped draw widgets
>> (wrapped up in an object, of course, for easy accessibility).
>> You can have a lot more of these kinds of windows than you
>> can have pixmaps, and they serve exactly the same function.
>
> Really?! That's gotta be the best idea I've heard in a while! I guess
> you wrote TV, TVRD and "Device, Copy" methods for handy I/O? I've been
> pushing some unpredictable limits with pixmaps lately, and your idea
> might be just the ticket. Sounds easy enough to write, just thought I'd
> ask if I'm on the right track.

Sounds like a good idea to me. In fact it would be great to have a
generic window object with these methods, and the ability to be visible
(mapped) or invisible (unmapped). I'd also vote for a 'frame'capability,
where each window has a number of built-in frames that you can step
through or animate.

Cheers,
Liam.
Practical IDL Programming
http://www.gumley.com/