Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by Dick Jackson on Mon, 26 Aug 2002 22:42:26 GMT

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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.

Cheers,
--
-Dick

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