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Subject: Re: max # pixmaps in MSWin IDL 5.5?

Posted by [David Fanning](#) on Sun, 25 Aug 2002 17:55:18 GMT

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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.

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: [david@dfanning.com](mailto:david@dfanning.com)

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