
Subject: Re: IDL/MSWin pixmap limitations, Part 2
Posted by [David Fanning](#) on Mon, 25 Nov 2002 19:30:19 GMT
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Craig Hamilton (someone@microsoft.com) writes:

> So, it looks like the software solution you mention below wouldn't work for
> switching rapidly between animations, right? I want an instantaneous change
> from a 30 frame cinelooop (1024x512) to one of 15 other ones the same
> size....

Depending upon how fast we want animations to be, we can switch between what we call "retained" pixmaps (i.e., real pixmaps) and "non-retained" pixmaps (those that have no real window associated with them). Most of the time, with retained pixmaps, we have to turn the animation speed down because the animation occurs too rapidly. We find that for the satellite images we are working with that animations in non-retained mode are perfectly adequate for our purposes, so this has been a good solution for us.

In any case, the system is flexible enough that we can turn retained and non-retained pixmaps on and off at will, so we can monitor window resources (after a fashion) and alert the user if the animation size they have requested (for example) is too large for retained pixmaps. They have the option then of reducing the size of the animation (either window size or number of frames), or using non-retained pixmaps.

Users who are used to PCs understand there are trade-offs. :-)

Cheers,

David

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David W. Fanning, Ph.D.
Fanning Software Consulting, Inc.
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
