
Subject: Re: IDL/MSWin pixmap limitations, Part 2
Posted by [Rick Towler](#) on Mon, 25 Nov 2002 17:55:38 GMT
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"Craig Hamilton" <someone@microsoft.com> wrote

- > In August I asked about a solution to the problem of "unable to
- > create pixmap" when running IDL on MSWin 2000. The Most Noble
- > David Fanning explained that pixmaps are created in video RAM,
- > and, unless your video card is "smart", I am limited by the
- > video card. He also suggested a workaround using unmapped draw
- > widgets instead of pixmaps.
- >
- > I have questions about these two potential solutions:
- >
- > 1. Get a smarter video card (with loads of video RAM, I presume).
- > Can anyone suggest a video card that can use system RAM when
- > necessary?

Most all video cards on the PC can use system RAM if necessary. My guess is that this is not a RAM issue, but a driver issue. Your experiences with the 128MB nVidia card and the 32MB ATI card although not definitive support this. The drivers probably set some limit regardless of the system resources available.

But, just for fun try upping your "AGP Aperture Size" in your BIOS:

"This option selects the size of the AGP aperture. The aperture is a portion of the PCI memory address range dedicated as graphics memory address space. Host cycles that hit the aperture range are forwarded to the AGP without need for translation. This size also determines the maximum amount of system RAM that can be allocated to the graphics card for texture storage."

Note that the actual amount of ram available is something like (AGP aperture size - 12) / 2.

I still think your driver is limiting but give this a shot. The standard disclaimers apply.

-Rick
