
Subject: Re: IDL video memory vs. MS Windows Terminal Services
Posted by [Dick Jackson](#) on Wed, 12 Mar 2003 21:30:58 GMT
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"Liam Gumley" <Liam.Gumley@ssec.wisc.edu> wrote in message
news:b4nni1\$i6h\$1@news.doit.wisc.edu...
> "Dick Jackson" <dick@d-jackson.com> wrote in message
> news:11uba.198256\$na.6887526@news2.calgary.shaw.ca...
>> A client of mine had had trouble allocating as much pixmap memory as
his
>> video card should have allowed. I just got word that the problem was
>> solved as follows:
>>
>> =====
>> Apparently Terminal Services uses video memory in such a way that
limits
>> the amount of video memory that's available to IDL. As soon as I
>> uninstalled Terminal Services, then I could create 6 pixmaps in IDL
that
>> were 20MB each.
>> =====
>
> Dick,
>
> Can you give us any more details about the version of Windows, and the
> method used to disable terminal services? I've also had problems
creating
> large pixmaps...

Hi Liam,

Well, it turns out it was on Windows 2000 Advanced Server. Terminal
Services are only available on Server versions. I'm running Windows 2000
Pro, and to check, I open Add/Remove Programs, click Add/Remove Windows
Components: Terminal Services is not available anywhere, so I'm safe
from this one!

I have had large-pixmap allocation problems in the past as well, and
everything made more sense when I realized that (just like in the RAM
discussion "Memory Headaches" from August 2002) a pixmap needs a
contiguous chunk of video memory.

I would love to find a utility program to show how Windows memory
(including video memory) is being used... anyone? This dandy little Mac
program gives the idea, does such a thing exist for Windows?

Cheers,
--

-Dick

Dick Jackson / dick@d-jackson.com
D-Jackson Software Consulting / http://www.d-jackson.com
Calgary, Alberta, Canada / +1-403-242-7398 / Fax: 241-7392
