Subject: Re: IDL video memory vs. MS Windows Terminal Services
Posted by Liam E. Gumley on Wed, 12 Mar 2003 16:34:10 GMT

"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...

Cheers,
Liam.
Practical IDL Programming
http://www.gumley.com/