
Subject: IDL video memory vs. MS Windows Terminal Services

Posted by [Dick Jackson](#) on Tue, 11 Mar 2003 23:09:49 GMT

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Hi,

In case anyone else might find this useful...

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:

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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.

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Cheers,

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-Dick

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