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Subject: Re: pixmap problem

Posted by [Karl Schultz](#) on Thu, 28 Aug 2003 17:13:46 GMT

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"Steve Ready" <ready@parc.com> wrote in message

news:bij1ge\$t6r\$1@news.parc.xerox.com...

> Folks,

>

> I am hoping someone can shed some light on this problem.

>

> I am creating a large image in graphics memory with WINDOW,/PIXMAP and

> drawing to it using the PLOTS routine. I have discovered that if I specify

a

> pixmap size larger than a particular value, dependent on the graphics  
card,

> I am able to allocate the graphics memory with no problem but am not able  
to

> draw to it. I have verified this on an WinXP and Win2K machine, both with

> 32mb graphics cards. Sample demo test code follows with typical output.

This

> is slightly modified code from RSI website for testing available graphics

> memory size. Any clues?

>

> Thanks, Steve

This is a known problem, # 22066 should you call IDL tech support about it.

There is no clear resolution to the problem, but it does appear to be pretty sensitive to the graphics card and/or driver software. On many machines, the attempt to create a "too large" pixmap will fail and any pixmap that is created successfully returns the correct data on a TVRD; this is the correct behavior. However, several users have reported the same symptoms as you are describing. If you can report what graphics hardware and driver software (including version information) you are using, perhaps we can identify a pattern. (And I suppose the canned response of "check your drivers for an update" is a good thing to offer here as well.)

Another strange behavior on the failing hardware is that the ORDER keyword can affect the pixmap size threshold where the data is not read back correctly via TVRD. IDL itself does not perform the "flip" as controlled by ORDER. IDL instead modifies parameters to a WIN32 GDI call, thus making the GDI or graphics driver perform the flip. A change in behavior like this is somewhat suggestive of a driver problem.

Karl

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