Subject: Re: pixmap problem
Posted by Steve Ready on Thu, 28 Aug 2003 16:36:44 GMT
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Well, min would be 0 and max would be 255 for the pixmaps that worked and 0 for the ones that didn't. Since the PLOTS command only turns on one pixel in the image, total=max for them all.

Steve

"Reimar Bauer" <R.Bauer@fz-juelich.de> wrote in message news:bika7t$1g9f$1@zam602.zam.kfa-juelich.de...
> Steve Ready wrote:
>
> Dear Steve,
>
> in addition to total what shows min and max.
>
> Reimar
>
>> 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
>>
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```
>>  http://www.parc.com/ready
>>
>>  ;****************************************************** ***
>>  PRO test_pixmap_size
>>
>>  cnt = 40L
>>  increment = 100
>>  off=3000
>>  i = 1
>>
>>  ; Catch when the creation of a pixmap
>>  ; fails, and report the previous
>>  ; pixmap dimensions that succeeded.
>>
>>  CATCH, errStat
>>  IF (errStat NE 0) THEN BEGIN
>>     x = ((i-1)*increment)+off
>>     y = x
>>     PRINT, 'Suggested maximum pixmap size: ', x, ' by ', y
>>     RETURN
>>  ENDIF
>>
>>  ; Loop through potential pixmap dimensions.
>>  FOR i=1,cnt DO BEGIN
>>
>>     x = (i*increment)+off
>>     y = (i*increment)+off
>>     print, 'Trying: ', x, ' by ', y
>>
>>     WINDOW, /PIXMAP, /FREE, XSIZE=x, YSIZE=y
>>     plots,[.5,.5],[.5,.5],/normal
>>     print, total(tvrd())
>>     WDELETE, !D.WINDOW
>>
>>  ENDFOR
>>  END
>>  ;****************************************************** ***
>>
>>  Result is:
>>
>>  IDL> test_pixmap_size
>>  Trying: 3100 by 3100
>>  255.000
>>  Trying: 3200 by 3200
>>  255.000
>>  Trying: 3300 by 3300
>>  255.000
>>  Trying: 3400 by 3400
```

>> 255.000
>> Trying: 3500 by 3500
>> 0.000000
>> Trying: 3600 by 3600
>> 0.000000
>> Trying: 3700 by 3700
>> 0.000000
>> Trying: 3800 by 3800
>> 0.000000
>> Trying: 3900 by 3900
>> 0.000000
>> Trying: 4000 by 4000
>> 0.000000
>> Trying: 4100 by 4100
>> 0.000000
>> Trying: 4200 by 4200
>> 0.000000
>> Trying: 4300 by 4300
>> 0.000000
>> Trying: 4400 by 4400
>> 0.000000
>> Trying: 4500 by 4500
>> 0.000000
>> Trying: 4600 by 4600
>> 0.000000
>> Trying: 4700 by 4700
>> 0.000000
>> Trying: 4800 by 4800
>> 0.000000
>> Trying: 4900 by 4900
>> Suggested maximum pixmap size: 4800 by 4800
>
> --
> Forschungszentrum Juelich
> email: R.Bauer@fz-juelich.de
> http://www.fz-juelich.de/icg/icg-i/
> ========== ======
> a IDL library at ForschungsZentrum Juelich
> http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro. html
>