Subject: Re: pixmap problem
Posted by R.Bauer on Thu, 28 Aug 2003 07:15:16 GMT
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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
>
> Steve Ready
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>
> ;** ***
> 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

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http://www.fz-juelich.de/icg/icg-i/
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