
Subject: pixmap problem

Posted by [Steve Ready](#) on Wed, 27 Aug 2003 19:40:43 GMT

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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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```
,*****  
,  
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
