
Subject: Re: backing store

Posted by [Rick Towler](#) on Tue, 28 Jun 2005 15:27:08 GMT

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Kenneth Bowman wrote:

> "KK T" wrote:

>

>> Good day,

>>

>> Does anyone know what is a backing store ?

>> I had encountered a couple of prompt where I load a huge array (20000

>> by 20000) of data to draw_widget and using TV command

>>

>> "unable to allocate memory for backing store. Window closing"

>>

>> Is there any way for to increase the size of backing store?

>>

>> Kok Kiang

>

>

> Backing store is where the graphics device stores copies of windows (bitmaps).

> Backing store makes it possible to cover and uncover windows quickly.

>

> You are requesting about 400 MB of backing store.

>

> You should start by looking at the RETAIN keyword to the DEVICE procedure or

> look up backing store in the documentation index.

And I might add that I doubt that the backing store is your real issue since most graphics devices will not be able to draw a 20000x20000 bitmap regardless of what you backing store is set to.

You will need to either break this image up or down sample using REBIN or CONGRID.

-Rick
