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Subject: Re: Backing store issue

Posted by [Jonathan Joseph](#) on Mon, 27 Mar 2006 22:44:21 GMT

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The code you've given doesn't have the desired effect on the Sun because it will limit the size of the window it creates to the size of the screen. So it's not a valid test.

If I give my program a large enough image to open though, I get the same kind of error you are probably seeing.

% WIDGET\_CONTROL: Unable to create X windows pixmap (BadAlloc (insufficient resources for operation)).

The program then runs, but with no backing store. This is probably what it should do in the case where I am seeing garbage.

It seems only to be in a grey area inbetween where it will create the pixmap, but the pixmap will end up with some garbage in it.

I think David has pretty well assessed the situation.

-Jonathan

Karl Schultz wrote:

> On Mon, 27 Mar 2006 16:20:51 -0500, Jonathan Joseph wrote:  
>  
> What happens if you try:  
>  
> device, true=24, decomposed=1  
> window, xsize=23000, ysize=3000, retain=2  
> tv, bindgen(3,23000, 3000), /true  
>  
> ?  
>  
> On my linux box with nvidia FX 500, the large window repairs  
> automatically, as it should, when I drag it around or drag other things  
> on top of it.  
>  
> If I make the window a LOT larger, say 23000 x 23000, I get a nice error  
> from IDL saying that there are not enough resources to allocate a pixmap,  
> which is what IDL uses for backing store when RETAIN=2.  
>  
> It would be interesting to know how the above code behaves on your machine.  
>  
> Karl  
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>

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