Subject: Re: Xinteranimate problem
Posted by bowman on Wed, 01 May 1996 07:00:00 GMT

In article <4m69hv$2sr@news1.ucsd.edu>, "Doug K. Silver" <dsilver> wrote:

> I am running IDL on a Sparc 10 using SunOS. Here's the problem:
> We increased the ram in our machine to let us make longer animations,
> but IDL crashes after ~370 frames, which is what it did before the
> additional memory. When it crashes, it has only used ~63Mb of RAM
> (~33%), and it posts the following error message:
> XIO: fatal IO error 32 (Broken pipe) on X server ":0.0"
>   after 71519 requests (71517 known processed) with 0 events remaining.
>   The connection was probably broken by a server shutdown or KillClient.
>
> I will be extremely grateful to any suggestions as to possible solutions.

Do you have per-process memory limitations in place? I am not familiar
with SunOS, but Unixes I have used allow such things.

Regards, Ken Bowman

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