Subject: Xinteranimate problem

Posted by Doug K. Silver on Tue, 30 Apr 1996 07:00:00 GMT

Hi All -

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.

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