
Subject: Re: Large animations under NT
Posted by [wbiagiot](#) on Fri, 17 Dec 1999 08:00:00 GMT
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In article <38597A1D.9B9D75EA@fsl.orst.edu>,
Joe Means <means@fsl.orst.edu> wrote:

> The problem is WinNT40 ran out of video RAM space [based on Randall
> Frank's comment] for pixmaps when loading large animations [180
frames,
> 500x800 pixels] into Xinteranimate.pro, and I got the error below. My
> pc is large enough system RAM and HD space are not limiting. I am
> hopeful, based on Adam's response, that RSI may work on this.
>

Hi Joe,

Yeah, I concur with the analysis that you ran out of video RAM space. A quick look at CW_ANIMATE shows that pixmaps are allocated to every frame as that is the quickest means to animate in IDL. Video hardware is highly optimized for operations such as these - the "TV" routine won't even come close. I'm surprised that you got as far as you did - how much video memory do you have? Video cards with 32M are becoming cheaper and much more common these days and you can probably pick one up for close to \$100. However, unless I am mistaken, you require: $500 \times 800 \times 180 = 72\text{Mbytes}$ at 256 colors. Even if you stopped at frame 95: $500 \times 800 \times 95 = 38\text{Mbytes}!$?

As far as the "developers looking at it" (I shudder everytime I hear that), that means that IDL7.2 might address it. IMO, I do not think there is a solution under the current method. I also suspect that ALL Windows platform will exhibit the same limitations since it is not an OS problem.

-Bill B.

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"They don't think it be like it is, but it do."

Oscar Gamble, NY Yankees

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