Subject: Large animations under NT
Posted by Joe Means on Thu, 16 Dec 1999 08:00:00 GMT
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Hello IDL Newslist folks,

Here is an update on a problem I posted a couple months ago. At the
time I got thoughtful responses from Randall Frank and David Fanning,
but unfortuantely no solutions. I got back to the problem recently and
interacted with IDL tech support.

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.

The following is clipped from our most recent communications:

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Joe:
    Yeah... it seems to be a conflict between WIN-NT and the way
CW_ANIMATE.pro is written... because it crashes on every WIN-NT machine
I
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if
there's anything else they can think of. As far as I'm concerned this
phenomenon should probably be logged as either a bug or a feature
request
that the CW_ANIMATE_LOAD be rewritten. I'll let you know what I find
out...
                         Cheers: adam b
 --- --------------

Adam Bielecki   Research Systems
Inc.
<support@rsinc.com>   4990 Pearl East
Circle
[303]-413-3920   Boulder, CO 80301
 /\ /\/\/\/\/\

If this is regarding a tech support or upgrade submission and you
respond
to this e-mail, please include my name in the subject line.
 --- --------------

                 Software = Vision

> -----Original Message-----
> From: Means, Joe [SMTP:Joe.Means@orst.edu]
> Sent: Wednesday, December 15, 1999 5:14 PM
> To: 'RSI E-mail Support'
> Subject: RE: 12592669051 Attn: Adam. No auto-reply.
>
> Hi Adam,
> Sorry about the bad news, for my sake at least. This attempt did not
> work:
> Finished loading frame: 90
> Finished loading frame: 91
> Finished loading frame: 92
> Finished loading frame: 93
> Finished loading frame: 94
> Finished loading frame: 95
> % WINDOW: Unable to create pixmap.
> % Execution halted at: CW_ANIMATE_LOAD   652
> d:\win32apps\rsi\IDL52\lib\cw_animate.pro
> %   XINTERANIMATE   333
> d:\win32apps\rsi\IDL52\lib\xinteranimate.pro
> %   ANIMATION_TEST_Z   44
> D:\Win32Apps\RSI\IDL52\Other_Libs\Test_Progs\animation_test_ z.pro
> % $MAIN$

===

Subject: Re: Large animations under NT
Posted by Randall Frank on Sat, 18 Dec 1999 08:00:00 GMT
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As I see this topic walking about, I could not resist...

 Just to clarify comments attributed to me a little.
I suspect the limitation is actually in the card video
driver. The limit is not the amount of video RAM on the
card (from Joe's example, he easily exceeded this), but NT
video drivers can impose their own limitations on the number
and size of IDL "pixmaps", and often do. For example, video
card driver memory may not be allowed to use swap-able pages.
Thus, while you have plenty of RAM and swap space, there may
still not be sufficient usable memory for the video driver to
allocate large IDL pixmaps given those limitations.
The behavior Joe is seeing is not really a bug in IDL, but
rather a limitation of the OS/video drivers that creative work
on the part of the IDL graphics team might be able to address.

So much for my lurking status...

Joe Means wrote:
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>> % $MAIN$
>
> ==

--
rjf.
Randy Frank | ASCI Visualization
Lawrence Livermore National Laboratory | rjfrank@llnl.gov
B4525 Room 8019 L-560 | Voice: (925) 423-9399
Livermore, CA 94550 | Fax: (925) 422-6287

Subject: Re: Large animations under NT
Posted by wbiagiot on Mon, 20 Dec 1999 08:00:00 GMT
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In article <385B0BE0.C80D17CC@home.com>,
  randall-frank@computer.org wrote:
  For example, video
> card driver memory may not be allowed to use swap-able pages.
> Thus, while you have plenty of RAM and swap space, there may
> still not be sufficient usable memory for the video driver to
> allocate large IDL pixmaps given those limitations.

I was under the impression that the quick frame rate was due to 'frame
swapping' occurring solely within the video memory (and not having any
I/O with the processor). Randall, you are suggesting that the PC is

still transferring pages between the video card and the processor? Hmmm
- if this were the case, then I wonder why RSI didn't persue something
that would lend itself more to extended viewing ala Windows Media
Player. Just thinking out loud. Brain stop that.

BTW Randall, I noticed that IDL 5.3 includes audio and possibly a few
other features that you had incorporated in your utility release
submitted to myself and available on Ronn's website. As I have not
gotten my hands on 5.3 yet, is there any correlation between their
features and yours - i.e. did they accept your libraries?

Bill B.

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

Oscar Gamble, NY Yankees

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