
Subject: xinteranimate

Posted by [Brian McNoldy](#) on Mon, 31 Jul 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Has anyone ever experienced a memory limitation using XINTERANIMATE or CW_ANIMATE? I would like to load a large volume of data... but after loading about 260-290Mb of it, the frame loading ceases for no apparent reason. There is still plenty of RAM left, but the program just stops. It complains about not being to create a pixmap. Does the z-buffer have

some deep-rooted memory limitation?

Brian McNoldy
Fort Collins, CO

PS... I'm using IDL 5.3.1 on Windows 2000.
