
Subject: xinteranimate

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

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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?

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