
Subject: Re: max # pixmaps in MSWin IDL 5.5?

Posted by [David Fanning](#) on Sun, 25 Aug 2002 17:55:18 GMT

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Craig Hamilton (someone@microsoft.com) writes:

> I want to allocate a lot of pixmaps using
> window,/pixmap,xsize=128,ysize=128,/free
>
> Is there a limit to the number of pixmaps using IDL 5.5
> under MSWindows 2000? I get an 'unable to create pixmap'
> error after !d.window reaches 364 (although this number varies).
>
> I have 768MB of RAM, so I am not running out of memory. So far
> in the docs, I have just found that it says you can create 'a large
> number' of pixmaps.

The reason for the hand-waving is that the number of pixmaps
you can create is a function of your graphics card and how
"smart" it is.

To get around this limitation, I use unmapped draw widgets
(wrapped up in an object, of course, for easy accessibility).
You can have a lot more of these kinds of windows than you
can have pixmaps, and they serve exactly the same function.

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: max # pixmaps in MSWin IDL 5.5?

Posted by [Dick Jackson](#) on Mon, 26 Aug 2002 22:42:26 GMT

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Hi Dave,

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.17d2c7f3f8fbd16398997a@news.frii.com...

> Craig Hamilton (someone@microsoft.com) writes:
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Really?! That's gotta be the best idea I've heard in a while! I guess
you wrote TV, TVRD and "Device, Copy" methods for handy I/O? I've been
pushing some unpredictable limits with pixmaps lately, and your idea
might be just the ticket. Sounds easy enough to write, just thought I'd
ask if I'm on the right track.

Cheers,

--

-Dick

Dick Jackson / dick@d-jackson.com
D-Jackson Software Consulting / http://www.d-jackson.com
Calgary, Alberta, Canada / +1-403-242-7398 / Fax: 241-7392

Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by [David Fanning](#) on Tue, 27 Aug 2002 01:09:01 GMT
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Dick Jackson (dick@d-jackson.com) writes:

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> you wrote TV, TVRD and "Device, Copy" methods for handy I/O?

That would be the idea. :-)

Cheers,

David

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Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by [Liam E. Gumley](#) on Tue, 27 Aug 2002 14:40:49 GMT
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Dick Jackson wrote:

```
>
> Hi Dave,
>
> "David Fanning" <david@dfanning.com> wrote in message
> news:MPG.17d2c7f3f8fbd16398997a@news.frii.com...
>> Craig Hamilton (someone@microsoft.com) writes:
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```

Sounds like a good idea to me. In fact it would be great to have a generic window object with these methods, and the ability to be visible (mapped) or invisible (unmapped). I'd also vote for a 'frame'capability, where each window has a number of built-in frames that you can step through or animate.

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>

Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by [David Fanning](#) on Tue, 27 Aug 2002 16:14:09 GMT
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Liam E. Gumley (Liam.Gumley@ssec.wisc.edu) writes:

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> generic window object with these methods, and the ability to be visible
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Oh, now wait a minute! Now you are stealing the ideas
my client is paying me a lot of money to develop! He
thinks I'm the only one who can come up with this. :-(

Cheers,

David

--

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Subject: Re: max # pixmaps in MSWin IDL 5.5?
Posted by [Pavel A. Romashkin](#) on Tue, 27 Aug 2002 20:15:53 GMT
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As long as others don't know that it is NATO who your client is, and the
client does not read this NG (cc: df_bosss@nato.mil), I think you need
not worry about your job security :-)

Cheers,

Pavel

David Fanning wrote:

>
> Oh, now wait a minute! Now you are stealing the ideas
> my client is paying me a lot of money to develop! He
> thinks I'm the only one who can come up with this. :-(
>
