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Subject: IDL/MSWin pixmap limitations, Part 2

Posted by [Craig Hamilton](#) on Mon, 25 Nov 2002 15:42:46 GMT

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In August I asked about a solution to the problem of "unable to create pixmap"

when running IDL on MSWin 2000. The Most Noble David Fanning explained that pixmaps are created in video RAM, and, unless your video card is "smart", I

am limited by the video card. He also suggested a workaround using unmapped draw widgets instead of pixmaps.

I have questions about these two potential solutions:

1. Get a smarter video card (with loads of video RAM, I presume). Can anyone

suggest a video card that can use system RAM when necessary? I have tried

a GeForce4 4200 AGP card with 128 MB of RAM with no success trying to allocate about 1500 pixmaps of total size of around 90 MB.

Interestingly,

a Radeon VE with 32MB of video RAM works with roughly the same limits as the GeForce4 card. So, it doesn't seem to be as simple as just

throwing

more video RAM at the problem.

2. Use unmapped draw widgets instead of pixmaps. I started working on this and ran into the problem (at least according to the documentation)

that

mapping/unmapping applies only to base widgets, not draw widgets.

So, if

I unmapped a draw widget, it goes up to its parent base and unmaps

it,

which is not what I want.

Any tips much appreciated.

Thanks,

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