
Subject: IDL video memory vs. MS Windows Terminal Services

Posted by [Dick Jackson](#) on Tue, 11 Mar 2003 23:09:49 GMT

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

Hi,

In case anyone else might find this useful...

A client of mine had had trouble allocating as much pixmap memory as his video card should have allowed. I just got word that the problem was solved as follows:

=====

Apparently Terminal Services uses video memory in such a way that limits the amount of video memory that's available to IDL. As soon as I uninstalled Terminal Services, then I could create 6 pixmaps in IDL that were 20MB each.

=====

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: IDL video memory vs. MS Windows Terminal Services

Posted by [Liam E. Gumley](#) on Wed, 12 Mar 2003 21:39:44 GMT

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

"Dick Jackson" <dick@d-jackson.com> wrote in message
news:11uba.198256\$na.6887526@news2.calgary.shaw.ca...

> Hi,

>

> In case anyone else might find this useful...

>

> A client of mine had had trouble allocating as much pixmap memory as his
> video card should have allowed. I just got word that the problem was
> solved as follows:

>

> =====

> Apparently Terminal Services uses video memory in such a way that limits
> the amount of video memory that's available to IDL. As soon as I
> uninstalled Terminal Services, then I could create 6 pixmaps in IDL that
> were 20MB each.

> =====

Dick is having some news server trouble, and some people aren't seeing his postings at all. If you can read this, but not any postings from him (like the two in this thread), please write him at dick@d-jackson.com with your news server address, to help him get this sorted out.

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