## Subject: IDL video memory vs. MS Windows Terminal Services Posted by Dick Jackson on Tue, 11 Mar 2003 23:09:49 GMT

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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:

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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.

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Cheers,

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-Dick

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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...

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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/