
Subject: Re: max dimension in IdgrBuffer
Posted by [Karl Schultz](#) on Fri, 14 Mar 2003 19:44:32 GMT
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"Gilberto Medeiros" <medeiros1@yahoo.com> wrote in message
news:3352215e.0303140914.3ee4794f@posting.google.com...
> Please help!
> I am trying to increase the size of my buffer for OG applications (I
> wanted a screen dump to a higher resolution memory buffer), by
> fiddling with the Idlgrrrrrrrrbuffer object, but on a linux machine
> and on a windows machine, I can't get past the 1600x1200 limit.

What version of IDL are you using?

I can get 2048 x 2048 with IDL 5.6.

Subject: Re: max dimension in IdgrBuffer
Posted by [medeiros1](#) on Mon, 17 Mar 2003 14:24:46 GMT
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Hi Karl,
I used versions 5.1 and 5.5, both of them with the same limit. Do you
think is just a software issue?
thanks,
gilberto

"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
news:<b4tbd4\$27s\$1@news.rsinc.com>...
> "Gilberto Medeiros" <medeiros1@yahoo.com> wrote in message
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Subject: Re: max dimension in IdgrBuffer
Posted by [Karl Schultz](#) on Mon, 17 Mar 2003 17:23:19 GMT
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"Gilberto Medeiros" <medeiros1@yahoo.com> wrote in message

news:3352215e.0303170624.5783cd0a@posting.google.com...

> Hi Karl,
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> thanks,
> gilberto

It is a software issue. IDLgrBuffer uses the software renderer (Mesa). We upgraded the version of Mesa for IDL 5.6 and the maximum buffer size changed to 2048x2048 as a result of that upgrade. The max buffer size for IDLgrBuffer is independent of your graphics hardware.

Karl

Subject: Re: max dimension in IdgrBuffer
Posted by [Rick Towler](#) on Mon, 17 Mar 2003 18:01:00 GMT
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"Gilberto Medeiros" wrote in message ...

> I used versions 5.1 and 5.5, both of them with the same limit. Do you
> think is just a software issue?

It looks like the maximum changed between 5.5 and 5.6. 5.5 and below it is 1600x1200 and in 5.6 it is 2400x2400.

-Rick

>
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>> "Gilberto Medeiros" wrote in message...
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