
Subject: memory for pixmaps: big vs many
Posted by [rclark](#) on Thu, 21 Jun 2007 19:20:11 GMT
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In using offscreen pixmaps to preload a sequence of images for smooth display in an animation you can run up against memory limitations in the graphics hardware.

Two aproaches are to set up a very large pixmap that is
xsize*total_images by ysize and store the images along the x length
of the pixmap,
or
to set up total_images xsize by ysize pixmaps, one to an image.

The latter approach gives your OS and graphics hardware more of a chance to make use virtual memory. Works like a charm on my linux system while the big pixmap movie loop hits the graphics card memory limit.

But a search through some discussion on the topic suggests that there will likely be some OS and/or graphics card specific differences in how well it works.

Does anyone have experience with this on multiple platforms and could comment? For instance, any OS-wide generalizations that can be made, or is it hopelessly graphics card dependent?

On a related note, the animation I'm interested in displaying is made up of b&w images. So using an 8 bit rather than 24 bit mode should make room for more images to be loaded in the card's memory.

Does using an 8 bit mode make room for 3x, 4x, or 1x times as many images?

Richard Clark
rclark@lpl.arizona.edu
