
Subject: All logical unit currently in use

Posted by [Haje Korth](#) on Tue, 16 Apr 2013 21:01:32 GMT

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Hi,
has anybody run across this message before:

% IDLGRMODEL::DRAW: All available logical units are currently in use.

For file IO I am used to issuing the free_lun command, but I am not sure how to avoid this problem in the new graphics.

I am executing plots in an endless loop. I do close the plot. The plot code looks as follows.

```
p1=plot(epoch,data.latency[4],'o-',yrange=[0,60],ystyle=1,$
  xtitle='UTC',xtickformat='timeticks',ytitle='Real-time Latency',$
  name='50%ile',buffer=buffer)
p2=plot(epoch,data.latency[1],'+-',color='dark green',/overplot,name='10%ile')
p3=plot(epoch,data.latency[6],'+-',color='orange',/overplot, name='70%ile')
p4=plot(epoch,data.latency[7],'+-',color='red',/overplot, name='80%ile')
p5=plot(epoch,data.latency[8],'+-',color='maroon',/overplot, name='90%ile')
l=legend(target=[p1,p2,p3,p4,p5],position [0.15,0.85],/normal,/auto_text_color,orientation=1,$
  sample_width=0,linestyle='none',shadow=0,transparency=100,horizantal_alignment=0)

p1.save,'tlatency.png'
p1.close
```

Any pointers greatly appreciated.

Cheers,
Haje
