
Subject: Re: Can't create pixmap
Posted by [Martin Schultz](#) on Mon, 22 Mar 1999 08:00:00 GMT
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Phil Aldis wrote:

>
> Okay, now this is just silly
>
> I'm fully aware that the message can't create pixmap means that you've
> run out of memory. However this is never a message I get because my NT
> machine seems to be able to cope with using ordinary memory and in
> fact goes into page file space and if it runs out of that, well
> windows doesn't like that.
>
> However, I keep getting it and I could understand that if there was no
> memory left however I'm getting it when I create pixmaps of certain
> sizes. It's in an animation routine that the error occurs. It crashes
> out of the program with 'can't create pixmap'. The size of pixmap is
> 210x230, or something like that. If I create a 200x200 pixmap or
> 500x500 pixmap it's okay but as soon as you get close to the 210x230
> size it gives the previous error message.
>
> What is going on and more importantly what can be done to stop it,
> short of c not creating pixmaps of a certain size.
>
> I'm running IDL 5.1.1 on an NT 4.0 machine.
>
> Cheers,
> Phil

hmmm... just a thought: could it be that you are using integer values at
some point where there should be long's ? Then IDL would try to create a
pixmap with a negative number of elements...
This has happened to me a few times (although not with pixmaps), and you
can avoid it by explicitly "declaring" your variables as e.g. N=40000L
.

Martin.

--

Dr. Martin Schultz
Department for Engineering&Applied Sciences, Harvard University
109 Pierce Hall, 29 Oxford St., Cambridge, MA-02138, USA

phone: (617)-496-8318
fax : (617)-495-4551

e-mail: mgs@io.harvard.edu

Internet-homepage: <http://www-as.harvard.edu/people/staff/mgs/>

Subject: Re: Can't create pixmap

Posted by [davidf](#) on Mon, 22 Mar 1999 08:00:00 GMT

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Phil Aldis (philaldis@geocities.com) writes:

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I can't duplicate this behavior in IDL 5.2 on a Windows NT 4 machine.

But if you can reliably reproduce it, I'd say it looks like a bug.

Have you contacted RSI?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Can't create pixmap

Posted by [davidf](#) on Mon, 22 Mar 1999 08:00:00 GMT

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Subject: Re: Can't create pixmap
Posted by [philaldis](#) on Tue, 23 Mar 1999 08:00:00 GMT
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Below this message you will find some code which will see if the bug is repeatable on other machines. I've tried on both 5.1.1 and 5.2 on a NT PC. They both had the bug. I tried on a solaris workstation running 5.1.1 but that crashed because the systme had actually run out of memory. The code automatically detects if the bug is in evidence using error catching and tells you so. Just try it and post the results, I've just contacted RSI as well.

It seems to me to be a very strange bug. I ran the bugtest prog on my 64 MB RAM machine with about 300MB of page file space. When the program crashed after about 600 loops, I created 2 windows which were (10000,1000) pixels big which used about 30-40MB, but no "unable to create pixmap". Truly Bizarre!

The problem seems to be if you create windows of the same size, as a similar program with random sizes hit against genuine memory problems.

Cheers,
Phil Aldis

Testbug.pro

PRO TestBug

```
CATCH, error
IF error NE 0 THEN BEGIN
  IF flag EQ 0 THEN BEGIN
    Print, 'Okay now let"s create a very large
window....'
    Print, "
    flag=1
    Window, /FREE, /PIXMAP, XS=1000, YS=1000
    Print, 'If that worked then you"ve managed to
replicate the bug'
    Print, '...because the system can still create pixmaps
of certain sizes.
    Print, "
    Print, 'However, it still claims that it is "unable to
create pixmap"'
    Print, "
    Print, 'Finally clear up all the other pixmaps'
    Wdelete, !d.window
    FOR i=0, N_Elements(Wids)-1 DO BEGIN
      IF Wids[i] NE 0 THEN Wdelete, Wids[i]
    ENDFOR
    RETURN
  ENDIF ELSE BEGIN
    CATCH, /CANCEL
    Print, 'You couldn"t create a pixmap because of
memory shortages'
    Print, "
    Print, 'Finally clear up the pixmaps'
    FOR i=0, N_Elements(Wids)-1 DO BEGIN
      IF Wids[i] NE 0 THEN Wdelete, Wids[i]
    ENDFOR
    RETURN
  ENDELSE
ENDIF
```

```
flag=0
pixmap_sizes = [215.,215.]
Repeats = 600
Wids = LonArr(Repeats)
FOR i=0, Repeats-1 DO BEGIN
  Window, /FREE, /PIXMAP, XS=pixmap_sizes[0], YS=pixmap_sizes[1]
  Wids[i] = !d.window
ENDFOR
```

```
Print, 'Okay you"ve got through this time. Try increasing Repeats'
Print, 'Finally clear up all the pixmaps'
FOR i=0, N_Elements(Wids)-1 DO BEGIN
  IF Wids[i] NE 0 THEN Wdelete, Wids[i]
ENDFOR
END
```
