

Re: Texturing fails silently, objects are all white

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From: Clafou (*Clafou_at_discussions.microsoft.com*)

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Absolutely! 4MB doesn't leave me much space at all. I'm running at 1152x864 in 16-bit mode so multiplied by 2 to account for a back buffer, I actually only have about 200KB of VRAM left. That pretty much concurs with the limits I'm hitting (128x256 24 bit is OK, I even have two of those displayed at a time). I would like where necessary to downsample, or output an error message if the situation is just too bad, but I need to be able to detect the problem, and I'm not sure how!

"Jack Hoxley" wrote:

> *As a thought... even with the managed pool where it pages it in/out of VRAM*
> *as/when needed, surely it still must be in VRAM when the Draw*() call is*
> *made? With 4mb of RAM you'd struggle to fit a 24bit 1024x1024 texture in*
> *(3mb exactly iirc). The front/back buffers will probably knock the usable*
> *space down to ~2mb at a guesstimate.*
>
> *Thus if the image simply cannot fit in at all, then there isn't anything*
> *that can be done about it... Maybe the only solution then would be to*
> *downsample the image until it fits? or tile-it so that only a small %age of*
> *it needs to be in memory at each Draw*() call?*
>
> *hth*
> *Jack*
>
>
> *"Clafou" <Clafou@discussions.microsoft.com> wrote in message*
> *news:88358A09-840D-470B-B6BA-F964E8B4731C@microsoft.com...*
> *> Hi*
> *>*
> *> I am using D3DXCreateTextureFromFileEx to load textures into the managed*
> *> pool. These textures are big photos, and on old graphics cards with low*
> *> memory (4Mb of VRAM), the textures are not displayed at all and my objects*
> *> are all white. I imagine this is because the video memory is too low? Is*
> *> there a workaround?*
> *>*
> *> I would need to at least detect that texturing fails (currently, rendering*
> *> executes without returning any error code), so that I can try to reduce*

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> *the*

> > *size of the texture or output a meaningful error message. But so far I*

> > *couldn't find any way to detect failure. Should I used the default pool*

> > *instead of the managed pool, would that help me detect a failure?*

> >

> > *Many thanks in advance!*

> > *Clafou*

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>

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