



Tech Info Library

QuickDraw 3D: Out of Memory Errors (12/95)

Revised: 12/11/95
Security: Everyone

QuickDraw 3D: Out of Memory Errors (12/95)

=====
Article Created: 11 December 1995

TOPIC -----

Each time I attempt to open a QuickDraw 3D document I get an error message saying that there is not enough memory. However, based on the memory requirements for the application and the amount of memory being used by the system software, I should have enough memory available. What could be causing this error?

DISCUSSION -----

QuickDraw 3D is a shared library, which is a code fragment that can be used by any application. Because shared libraries can be used by different applications, they are loaded into the system heap. The result is that you need enough memory to open the application and to adjust for this increase in memory used by the system software. QuickDraw 3D requires a minimum of 16 MB of RAM.

Depending on the size of the document, the active system software heap may grow substantially in size. To prevent this error message, try reducing the preferred size of the application to the suggested size, or try reducing the size of the system software by turning off unused extensions and control panels using the Extensions Manager control panel.

Some applications which use shared libraries can get around this memory requirement by using virtual memory. However, using virtual memory with QuickDraw 3D is not recommended or supported; virtual memory will considerably decrease the performance of QuickDraw 3D.

Support Information Services

Copyright 1995, Apple Computer, Inc.

Tech Info Library Article Number:19049