
Subject: Re: pixmaps and DEC OpenVMS
Posted by [jsb](#) on Wed, 24 Sep 1997 07:00:00 GMT
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Joseph B. Gurman (gurman@gsfc.nasa.gov) wrote:

: The suprising thing is that on systems with large physical memories
: (>= 512 Mbyte), large WSMAX's, large NPAGEDYN and NPAGEVIR, even processes
: with quite large working set quotas and extents appear to be limited to a
: relatively small number of 1024 x 1024 pixmaps (i.e., ~ 16), while on a

Have you looked in SYS\$MANAGER:DECW\$DEVICE.COM for the default DECwindows parameters? A cursory inspection shows it's looking at WSMAX, but perhaps some of the others are holding the server back from consuming more memory. If nothing looks promising there, you might consider installing the Digital Open3D product. I seem to recall this either fixes or enables features of the 24-bit graphics products, even if you (1) aren't licensed for Open3D and (2) aren't running 3D applications.

If no expert shows up here, you might consider reposting the question on comp.os.vms.

Stuck in 8-bit mode,
Jonathan Boswell
