Subject: Pixmap memory allocation question.
Posted by Russ Welti on Thu, 11 May 1995 07:00:00 GMT
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Hi, everyone.

I use a sci-vi package called IDL which runs on top of X.

I am getting a pixmap allocation error from IDL [on my
SPARC Solaris2.3, X11R5-1.2, 64MB RAM, 120MB swap] when I
exceed some limit, which is either on total pixmap memory
or on single pixmap allocation size.

The pixmaps in question are approximately 800 by 3000-4000 pixels.
I am now testing whether I can successfully open dozens of smaller
windows/pixmaps and then gradually increase size till I fail.

I run from an Xterm w/8MB RAM, but server memory should not be
an issue, since I do not use X backingstore, because that began
to fail some time ago when my app began to grow. Now I use a
mode where the IDL client is supposed to manage the pixmap data
from the host; and you do notice a distinct difference in the
speed and nature of scrolling to confirm that the client is
doing it.

I have verified absolutely that the app has plenty of RAM avail-
able to it, and has not swapped a single byte. In fact, the
app *can* allocate huge memory structures, just not my pixmaps.
Also, there are NO process limits being enforced by the kernel.

QUESTION:

Where pixmaps are allocated, when a client is not using
backingstore? I assume it is RAM, not graphics card
memory or something else.

Also, what limits if any does X place on pixmap
allocation? Can I change them? Is there any kind of
hardware upgrade likely to help?

Gratefully,

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