
Subject: Re: Backing Store Question

Posted by [David Fanning](#) on Fri, 16 Sep 2005 20:09:28 GMT

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Karl Schultz writes:

> The server may be able to repair with backing store at one
> point in time, and then may fail to do so later if resources (memory) get
> too tight. So, the entire backing store functionality is a little bit
> unsteady in this respect. I think that backing store may have been more
> popular and important in older systems when it took longer to render
> things. Nowadays, I'm a little hard-pressed to find X servers that can be
> configured to use backing store. I know that some of the latest Xorg
> servers do not support it.

I'm really surprised by the last two sentences. I would have thought that with computer memory so cheap that this would be a common service of any X server. I'm surprised to hear there are modern X servers that don't support it at all.

So, bottom line, are direct graphics so "1970s" that they won't even run on modern computers? No wonder RSI is spending all my maintenance dollars on object graphics! I'm beginning to see the light. :-)

Cheers,

David

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