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Subject: pixmaps and DEC OpenVMS

Posted by [gurman](#) on Mon, 22 Sep 1997 07:00:00 GMT

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Hi -

We're running a few AlphaStations in Digital OpenVMS V7.1 with 24-bit color cards and IDL 5.0.2 (though the problem was the same under 4.0.1x). Not too surprisingly, the size of a movie array which can be read into pixmaps --- i.e., the number of pixmaps of a certain size --- is smaller in 24-bit color than in 8-bit.

The suprising thing is that on systems with large physical memories ( $\geq 512$  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  $1024 \times 1024$  pixmaps (i.e.,  $\sim 16$ ), while on a Power Macintosh (Mac OS 8, also IDL 5.0.2) with "only"  $\sim 270$  Mbyte of memory, I can get up to over 100  $1024 \times 1024$  pixmaps in 24-bit mode before the application complains about running out of memory --- and I'm only running in a  $\sim 100$  Mbyte partition. Even OpenVMS systems with 8-bit color cards and  $< 400$  Mbyte of memory can access more than  $3 \times 16 = 48$   $1024^2$  pixmaps, so I'm clearly missing something here.

I don't understand why OpenVMS is having this problem, at least in part because I don't know how IDL is allocating memory for the pixmaps under OpenVMS. Anyone with insight into that and/or OpenVMS tuning parameters who'd like to volunteer a solution/explanation/educated guess?

Thanks,

Joe Gurman

P.S. Please don't bother responding if all you want to do is extoll the virtues of the unix flavor of the day or Windoze NT or something else over OpenVMS. We have plenty of other platforms for other purposes, this is the best one for the realtime applicastions these systems have to deal with.

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