Subject: Scroll w/o repaint OR pixmap allocation limits?
Posted by Russ Welti on Thu, 27 Apr 1995 07:00:00 GMT

Can anyone suggest ways to increase the amount of memory
(RAM) available to my IDL process under Solaris 2.3?

So far it gives no indication of actually needing any
more, other than refusing to allocate offscreen pixmaps
over some magic size, and when that happens, the symptom
one sees is scrolling windows which do not repaint when
scrolled. I get: "WIDGET_CONTROL: Bad pixmap alloc", but
again, this is only when I cross some magic size boundary.

The pixmap request is for app. x=900,y=2700 pixel size.
Perhaps X (not IDL or Solaris) is enforcing pixmap limits...

All diagnostics (process monitoring w/top, help,/memory,
etc.) suggest that the process is not using huge amounts of
memory. I have 110MB swap partition which shows (using
df) as not even in use. I am almost a single user machine,
and can see no memory hog processes/users.

Process monitoring shows IDL using about 18MB of RAM
(out of 64 avail).

RSI said:
> There is no specific limit or setting for pixmap memory.
> You're simply running out of Unix virtual memory which is
> the general pool used by all memory allocation within IDL.

But I explained my excess of unused swap space etc to them,
so not sure why they suspect this specific cause...

I just want to tell the kernel to "give IDL whatever it wants".

Can anyone out there help or point me to info?

Thanks much in advance,
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http://chroma.mbt.washington.edu/graphics/gif/russ.gif