
Subject: Re: Pixmap memory allocation question.
Posted by [beck](#) on Sun, 14 May 1995 07:00:00 GMT
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Russ Welti (rwelti@chroma.mbt.washington.edu) wrote:
|> QUESTION:

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

Pixmaps are always stored at the server side. That's their nature. If you want to store at the client side, you have to use XImages.

|> 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?

Tight. No. Probably...

Detail:

The X server can limit Pixmap allocation on his needs. Two reasons are obvious: 1) There is not enough memory available for the Pixmap at all on the server side. 2) The Pixmap dimension(s) exceed some hardware-related dimension limits (several hightech framebuffers store Pixmaps in planes, so the display size is also the limit for offscreen stuff like Pixmaps).

You can't change the limits, because they are technically caused. F.i., you can't have more memory than you have memory if no virtual memory technique is used. Also, hardware limits are tight without changing HW.

The most valueable upgrade of X terminals in this matters is either to add memory or to make them real workstations with virtual memory.

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