
Subject: Pixmap memory allocation question.
Posted by [Russ Welti](#) on Thu, 11 May 1995 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 available 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,

Russ Welti

University of Washington
Molecular Biotechnology
PO Box 352145
Seattle, WA 98195

/-\
(c-g) \-/
/
/-\
(a-t)

rwelti@u.washington.edu \-/

(206) 685 3840 voice (206) 685 7344 FAX /

<http://chroma.mbt.washington.edu/graphics/gif/russ.gif>
