
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 (≥ 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 1024×1024 pixmaps (i.e., ~ 16), while on a Power Macintosh (Mac OS 8, also IDL 5.0.2) with "only" ~ 270 Mbyte of memory, I can get up to over 100 1024×1024 pixmaps in 24-bit mode before the application complains about running out of memory --- and I'm only running in a ~ 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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| Civil servants aren't allowed to have opinions while ar work. |
| Therefore, any opinions expressed herein must be someone else's. |

Subject: Re: pixmaps and DEC OpenVMS

Posted by [jsb](#) on Wed, 24 Sep 1997 07:00:00 GMT

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Joseph B. Gurman (gurman@gsfc.nasa.gov) wrote:

: The suprising thing is that on systems with large physical memories
: (>= 512 Mbyte), large WSMAX's, large NPAGEDYN and NPAGEVIR, even processes
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Have you looked in SYS\$MANAGER:DECW\$DEVICE.COM for the default DECwindows parameters? A cursory inspection shows it's looking at WSMAX, but perhaps some of the others are holding the server back from consuming more memory. If nothing looks promising there, you might consider installing the Digital Open3D product. I seem to recall this either fixes or enables features of the 24-bit graphics products, even if you (1) aren't licensed for Open3D and (2) aren't running 3D applications.

If no expert shows up here, you might consider reposting the question on comp.os.vms.

Stuck in 8-bit mode,
Jonathan Boswell
