
Subject: Re: pixmaps and DEC OpenVMS (a solution at last)

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

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In article <60bfmu\$gnv@blimpy.early.com>, jsb@early.com (Jonathan Boswell) wrote:

> 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
> : with quite large working set quotas and extents appear to be limited to a
> : relatively small number of 1024 x 1024 pixmaps (i.e., ~ 16), while on a
>

> 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.

Well, a colleague finally found the solution I was too dense to realize, even though, in hindsight, it was the crucial difference between our 512 Mbyte system (lots of pixmaps) and our 1 Gbbyte system (nowhere near enough pixmaps). In the DECW\$XDEFAULTS.DAT file on the lots of pixmaps machine, we had set:

idl.gr_visual: PseudoColor

since we were still only using 8-bit color tables (i.e., not true color).
Tried it on the 1 Gbyte system, and now we can get ~ 90 x 1 Mbyte pixmaps.

Now we need to see if we can't tweak this up even more, but for now, we're pretty happy.

Thanks to all who responded,

Joe Gurman

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Preferences folder.
