MacX1.2: Tuning BackInStore

Article Created: 23 December 1992

TOPIC --

We're running MacX 1.2 and wonder what you advise as far as tuning
BackInStore.

DISCUSSION ---

When a server maintains the contents of a window, the pixels saved off screen
are what is known as Backing Store. BackInStore is an industry-standard way
of handling virtual memory functions from within an X server application.
It is a new feature of MacX 1.2.

If the Backing-stores attribute is set for a server, it indicates that the
server supports backing stores for this screen, although it may be limited
to the number of windows it can support at one time, due to storage
limitations. Also, the Backing Store can have different attributes set:

• A Backing Store of WhenMapped advises the server that maintaining
  contents of obscured regions when the window is mapped would be
  beneficial.

• A Backing Store of Always advises the server that maintaining contents even
  when the window is unmapped would be beneficial.

• A Backing Store of NotUseful advises the server that maintaining contents
  is unnecessary, although a server might still choose to maintain
  contents, while the window is mapped.

A window is said to be mapped, if a map call has been performed on it.
Unmapped Windows and their inferiors are never viewable or visible.

Tuning generally refers to metrics applied to sizing the BackInStore file
and is dependent on how memory is used by the MacX application, as in
caching of information and swapping out the memory used for displaying idle
or non-active processes.

In the case of the MacX server, the only tuning you can do is to allocate
enough memory for the MacX application. Because the use of Backing Store

increases the amount of memory used by MacX, you could save some memory
going to the "Display Preferences" dialog and selecting the option for
"Requesting Clients" instead of "All Clients". If the "Requesting Clients"
button is selected, MacX provides Backing Store only to the clients that
explicitly request it.

For the best performance of MacX, make sure that the screen depth of the
Macintosh is set to either 1 or 8 bits. If you choose any of the other
screen depths, then MacX slows significantly.
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Keywords: <None>

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19960215 11:05:19.00
Tech Info Library Article Number: 11098