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MacX: Colormap and Backingstore

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TOPIC -----

Here is some information about Colormap and Backingstore support from MacX's developer.

DISCUSSION -----

Colormap

You can allocate a lot of colors (up to 256 on a color screen) in a Colormap with MacX. You CAN'T do so in the default Colormap; you have to create a NEW Colormap and install your colors into it. The reason is that MacX creates the X11 standard Colormaps and installs one of them as the default, leaving about 130 writable Colormap cells free for clients in that map.

Backingstore

MacX DOESN'T support Backingstore. However, there are two important points to make after saying that.

- Clients must NOT rely on Backingstore. The X11 protocol specification basically says that your client MUST be written to work properly whether Backingstore is supported or not. X11 servers that DO support Backingstore do so at their whim; they can stop supporting it any time they want. Clients must treat Backingstore support as SOLELY a hint to the behavior they want the X11 server to exhibit.
- MacX in ROOTLESS mode supports something which is just as good as Backingstore for almost every known purpose and is completely transparent to the client. When areas of windows that are immediate children of the root window are exposed, MacX restores their contents from local memory instead of generating Expose events. This is precisely the behavior you would expect.

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