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Subject: X11 MIT Shared Memory Extension

Posted by [mrjt](#) on Wed, 11 Jun 2008 15:05:15 GMT

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I just came across this and I was wondering why this isn't being used in Upp.

A full explanation is here, but a brief synopsis:

The shared memory extension allows improved drawing (well, image exchange) performance when X server and client are on the same machine by using a shared memory space rather than sending images back and forth using unix domain sockets. As an added bonus because an XImage/Pixmap is still located locally (client-side) it can be easily and efficiently modified.

I'm thinking this could potentially help with the performance of BackDraw in particular (which currently causes me problems on X11).

I can probably submit a patch myself but don't want to waste the effort if it's already been avoided for a good reason. Is this intentionally being avoided? or am I misunderstanding it's use (I'm clearly no X11 expert )?

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