
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)?

Subject: Re: X11 MIT Shared Memory Extension
Posted by [mirek](#) on Wed, 11 Jun 2008 21:18:23 GMT

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I am well aware about this. It is equivalent of Win32 DIB section.

This might be useful for ImageDraw. Anyway, for BackDraw, not really.

And, the grand plan, is to basically replace ImageDraw with "SW" rendering...

Mirek
