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Subject: Re: IDL on SGI with Reality Engine graphics  
Posted by [David R. Wyble](#) on Tue, 21 Apr 1998 07:00:00 GMT  
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I posted a request for help a few weeks back regarding a display problem on my Onyx Reality Engine. RSI engineer Randy frank responded with the solution shown below. Thanks Randy (and several others out there who also gave me the correct answer).

On 4/8/98 10:58 AM, Randy Frank (rfrank@rsinc.com) wrote:

> This is a known bug in IDL 5.0.x and it has been fixed in IDL 5.1.  
> Basically, the problem is the X server visuals on you Reality Engine.  
> IDL cannot handle visuals of greater than 8 bits per component, and the  
> RE exports a visual with (as I remember) 10 bits per component.  
> Combine this with the fact that IDL attempts to get the deepest visual  
> possible. The message you are getting is from the Object Graphics  
> software rendering engine realizing too late that it got the wrong  
> visual. Fortunately there is a work around. Set the environmental  
> variable: MESA\_RGB\_VISUAL to "TrueColor 24".  
>  
> setenv MESA\_RGB\_VISUAL "TrueColor 24"  
>  
> before running IDL. This forces IDL to use the 24 bit truecolor visual >instead of the 30 bit one it  
uses by default.  
>  
> Give this a try and let me know if it works for you.  
> --  
>  
> rjf.  
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