
Subject: Re: Q:IDL X windows error

Posted by [Kevin Ivory](#) on Mon, 10 Aug 1998 07:00:00 GMT

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Rick Towler wrote:

> I am running IDL v5.1 on HP-UX 10.2 at a screen depth of 8bpp and am
> accessing it from a RedHat linux 5.1 box running at a screen depth of
> 16bpp.
>
> From within IDL I can not output anything do device "x" without
> receiving the following error:
>
> % Unsupported X Windows visual (class: StaticGray, depth: 0).
> Substituting default (class: <UndefinedVisual>, Depth: 0).
> % Execution halted at: \$MAIN\$
>
> Does anyone have any experience with this error? I am guessing it stems
> from the fact that locally I am at 16bpp while the remote machine can
> only generate 8bpp. The easy answer would be to operate at 8bpp locally
> but this is unacceptable since it will generate problems with other

I think IDL does not support 16 bpp in any Unix version, so you will definitely have to change to 8 bpp (with all color flashing problems etc.) or to 24 bpp. With most graphics cards & resolutions, if you can use 16 bpp, you can use 24 bpp as well. I use 16 bpp per default (because my 24 bpp X server has many bugs) - and when I need IDL graphics, I open another virtual terminal with 24 bpp with a command like (this is for Linux):

```
X -query localhost -bpp 24 :1
```

IDL not supporting 16 bpp is **almost** a reason to dump it.

Kevin

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