
Subject: X windows protocol error: BadWindow (invalid Window parameter).

Posted by [hans](#) on Thu, 19 Nov 1998 08:00:00 GMT

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I haven't been following this group too much (until now....), so please excuse me if this an old problem. I can't find anything about it in the FAQ(s) (unless I missed the one I'm looking for).

Here it goes...:

I recently got IDL 5.1 on my SUN ULTRA 10 running Solaris 2.6. When I start IDL and try to open a window IDL hangs on a "X windows protocol error". Here is what happens if I just start IDL and do a 'help,/device':

```
IDL> help,/device
```

```
Available graphics_devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
```

```
Current graphics device: X
```

```
% X windows protocol error: BadMatch (invalid parameter attributes).
```

```
% X windows protocol error: BadWindow (invalid Window parameter).
```

```
[..repeated N times]
```

```
% X windows protocol error: BadWindow (invalid Window parameter).
```

```
% X windows protocol error: BadMatch (invalid parameter attributes).
```

```
% X windows protocol error: BadWindow (invalid Window parameter).
```

```
[..repeated N times]
```

```
% X windows protocol error: BadWindow (invalid Window parameter).
```

```
% X windows protocol error: BadGC (invalid GC parameter).
```

```
% X windows protocol error: BadGC (invalid GC parameter).
```

```
% X windows protocol error: BadGC (invalid GC parameter).
```

```
Server: X11.0, Sun Microsystems, Inc., Release 3600
```

```
Display Depth, Size: 8 bits, (1280,1024)
```

```
Visual Class: PseudoColor (3)
```

```
Bits Per RGB: 8
```

```
Physical Color Map Entries (Used / Total): 256 / 256
```

```
Colormap: Private, 256 colors. Translation table: Enabled
```

```
Graphics pixels: Combined, Dither Method: Ordered
```

```
Write Mask: 255 (decimal) ff (hex)
```

```
Graphics Function: 3 (copy)
```

```
Current Font: <default>, Current TrueType Font: <default>
```

```
Default Backing Store: Req from Server.
```

```
IDL>
```

Changing the visual doesn't seem to help (or I'm not setting it to the right thing, but even SaticGray etc doesn't work). I have included the output from 'xdpyinfo' below, sorry for the # of lines.

Same thing happens under both CDE and fwm window managers ('case that has anything to do with it). Funny thing is(?) that my old IDL version (3.5.1) has no problem at all on the same screen.

All help, pointers greatly appreciated!

Hans

Output from xdpinfo:

hans[8:39]nanuna>xdpyinfo

name of display: :0.0

version number: 11.0

vendor string: Sun Microsystems, Inc.

vendor release number: 3600

maximum request size: 262140 bytes

motion buffer size: 256

bitmap unit, bit order, padding: 32, MSBFirst, 32

image byte order: MSBFirst

number of supported pixmap formats: 3

supported pixmap formats:

depth 1, bits_per_pixel 1, scanline_pad 32

depth 8, bits_per_pixel 8, scanline_pad 32

depth 24, bits_per_pixel 32, scanline_pad 32

keycode range: minimum 8, maximum 132

focus: window 0xf4000d, revert to Parent

number of extensions: 22

AccessX

Adobe-DPS-Extension

DOUBLE-BUFFER

DPSExtension

GLX

MIT-SCREEN-SAVER

MIT-SHM

MIT-SUNDRY-NONSTANDARD

Multi-Buffering

SHAPE

SUN_ALLPLANES

SUN_DGA

SUN_OVL

SUN_SME

SYNC

SolarisIA

X3D-PEX

XC-MISC

XIE

XInputDeviceEvents

XInputExtension

XTEST

default screen number: 0

number of screens: 1

screen #0:

dimensions: 1280x1024 pixels (361x288 millimeters)

resolution: 90x90 dots per inch

depths (3): 1, 8, 24

root window id: 0x37

depth of root window: 8 planes

number of colormaps: minimum 1, maximum 5

default colormap: 0x34

default number of colormap cells: 256

preallocated pixels: black 1, white 0

options: backing-store YES, save-unders YES

largest cursor: 64x64

current input event mask: 0x58003d

KeyPressMask ButtonPressMask ButtonReleaseMask

EnterWindowMask LeaveWindowMask SubstructureNotifyMask

SubstructureRedirectMask PropertyChangeMask

number of visuals: 16

default visual id: 0x20

visual:

visual id: 0x2e

class: PseudoColor

depth: 8 planes

available colormap entries: 256

red, green, blue masks: 0x0, 0x0, 0x0

significant bits in color specification: 8 bits

visual:

visual id: 0x2f

class: PseudoColor

depth: 8 planes

available colormap entries: 255

red, green, blue masks: 0x0, 0x0, 0x0

significant bits in color specification: 8 bits

visual:

visual id: 0x20

class: PseudoColor

depth: 8 planes

available colormap entries: 256

red, green, blue masks: 0x0, 0x0, 0x0

significant bits in color specification: 8 bits

visual:

visual id: 0x21

class: PseudoColor

depth: 8 planes

available colormap entries: 256

red, green, blue masks: 0x0, 0x0, 0x0

significant bits in color specification: 8 bits

visual:

visual id: 0x22
class: StaticColor
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits

visual:

visual id: 0x23
class: StaticGray
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x24
class: GrayScale
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x25
class: TrueColor
depth: 8 planes
available colormap entries: 8 per subfield
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits

visual:

visual id: 0x26
class: DirectColor
depth: 8 planes
available colormap entries: 8 per subfield
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits

visual:

visual id: 0x27
class: StaticGray
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x28
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000

significant bits in color specification: 8 bits
visual:
visual id: 0x29
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits
visual:
visual id: 0x2a
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits
visual:
visual id: 0x2b
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits
visual:
visual id: 0x2c
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits
visual:
visual id: 0x2d
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

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