
Subject: 32 bit crashes IDL

Posted by [J.D. Smith](#) on Fri, 20 Nov 1998 08:00:00 GMT

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With all this talk of 24 bit color of late, I thought I'd restart my Linux XFree86 X server under 32bpp and play around. Well, to my surprise, any time IDL attempts to connect to the server, it crashes with a seg fault. And not for any specific connection either.

help,/DEVICE

crashes it. It just cannot connect. I am using the XFCom_3DLabs server, which supports a single visual at 32bpp -- TrueColor.

Has anyone else seen this behaviour. I tried removing all possibly offending statements from my X defaults (Idl.Colors, for instance), but to no avail. Any ideas?

Thanks,

JD

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