Subject: Re: DirectColor on linux Posted by doosh on Wed, 24 Nov 1999 08:00:00 GMT View Forum Message <> Reply to Message

In article <383ACAA8.70A7A752@polycnrs-gre.fr>, Vincent Favre-Nicolin <favre@polycnrs-gre.fr> wrote:
)
)>That's what I believed, also, but IDL at least lets me set device,direct=24.
)>I also tried it while using XIG's Accelerated X server, which does claim
)>to support Direct Color, and the behavior, unfortunately, was the same.
)>Yes, that's how it looks under XFree86. Under Accelerated X there's
)>also a DirectColor entry, but it doesn't seem to have any effect.
)
) IDL will always let you set device, direct=24. It does not mean the)visual is available, until you really use it (use device,/help_to test_)that).

Well, it will let you set it, but then if you try to draw something it usually will complain with:

- % Unsupported X Windows visual (class: DirectColor, depth: 24). Substituting default (class: TrueColor, Depth: 24).
-) As for Accelerated X, I do not have any experience. If the available)mode for Accelerated X is Directcolor, 24 bit, it is very strange, since)this is the default mode for IDL. What are the modes proposed by)xdpyinfo? It may be that the DirectColor mode proposed in AcceleratedX)is not 24 bit (?), so that IDL reverts to TrueColor??

After looking into this further I have found a way to make it work; in fact it might have been working before but a silly misconception on my part kept it from working.

I have a Millennium G200 (8MB) and DirectColor is not listed under my xdpyinfo under XFree86 3.3.3.1. However, when I run Accelerated X (http://www.xig.com/), DirectColor *is* listed. I tried the "diddle" program I posted earlier under Accelerated X a few days ago, and it didn't seem to work. I just figured out why; the way the window manager was set up, the diddle window was popping up partially underneath my GNOME panel; I moved it and then tried to use it, which didn't work. Since "diddle" is a quick and dirty procedure, it's not prepared to have its window moved. When I run it without moving the window, the colors are controlled as expected under DirectColor.

So, it looks like with a fairly low-end (these days) video card and Accelerated X (\$99), it is possible to do DirectColor under Linux with IDL. Thankfully.

-Tom