
Subject: Re: DirectColor on linux

Posted by [doosh](#) on Wed, 24 Nov 1999 08:00:00 GMT

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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
