
Subject: Re: linux XF86 X visuals, IDL 16-bit blues
Posted by [John-David T. Smith](#) on Tue, 01 Feb 2000 08:00:00 GMT
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Liam Gumley wrote:

>
> John-David T. Smith <jdsmith@astro.cornell.edu> wrote in message
> news:3892266F.910D10B6@astro.cornell.edu...
>> XF86 4.0, due out "real soon now", will support multiple resolutions
> within a
>> sigle X session (called overlays), so that you can run an 8-bit IDL inside
> a
>> higher bit-depth environments, as you have been able to do with Solaris,
> SGI
>> machines, and commercial X-servers for quite a long time.
>
> I sincerely hope that XFree86 version 4.0 offers some performance
> improvements over the current version. I'm running Redhat 6.1 on a 500 Mhz
> Pentium III, 512 MB RAM, and a Viper V550 (TNT 32MB), and the X server
> performance is just woeful. I can't even grab a window and drag it around
> the screen smoothly. I'm pretty sure it's not the hardware because we've
> tried it on two separate boxes, each with different CPU and graphics
> hardware (but the same version of Redhat and XFree86), and seen the same
> results. This is particularly annoying in IDL, because animation is just
> about impossible. As a result, we're testing AcceleratedX.

AccelX makes some big claims on the web site, but I've only experienced crashes when trying to get it to run... Let us know how you fare. You might try a "graphics_test3" before and after.

JD

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