Subject: Re: linux XF86 X visuals, IDL 16-bit blues
Posted by John-David T. Smith on Fri, 28 Jan 2000 08:00:00 GMT
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George McCabe wrote:
>
> hello,
>
> there have been quite a few posts to do with IDL and the X device.
> thanks to (especially dave fanning and liam gumley) i'm beginning to
> understand IDL's use of X, but not enough to be able to configure it
> (satisfactorally) in linux6.
>
> my video hardware (laptop) supports 64K colors. the linux Xserver
> installs with the TrueColor, depth 16 visual. as i've been told ,IDL
> just won't work with 16 bit visuals, but RSINC is unable to tell me how
> to add IDL compatible visuals to X. is there any XF86 expertise here.
> i would be happy limiting IDL to 8 bits but i don't want to run the
> whole system with only 256 colors.
>
> assistance is appreciated, thanx, george mccabe

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.

JD

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