
Subject: Re: Linux IDL - Direct Graphics

Posted by [R.Bauer](#) on Tue, 04 Apr 2000 07:00:00 GMT

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"J.D. Smith" wrote:

>

> Julio Maranhao wrote:

>>

>> I installed IDL 5.3 timed demo on a Linux machine (XFree86 3.3.6). It's

>> working, but some functions (window, loadct, plot, tv) do these errors:

>> Unsupported X Windows visual (class: StaticGray, depth: 0).

>> Substituting default (class: <UndefinedVisual>, Depth: 0)

>> And I think it's related with the 'device' comand (Direct Graphics). Object

>> Graphics work fine (the surf_track example is Ok).

>> I am using 1024x768, 16bpp. I am porting to IDL Linux and if someone could

>> help me, I'll appreciate.

>>

> 16bit is your trouble. You could look into Xfree86 4.0, which permits hardware

> overlays (8-bit pseudo-color within a 16bit session, for instance) on some

> platforms. Or try restarting in 8-bit mode directly.

>

Try 32bpp idl/linux believes 24bpp.

R.Bauer
