
Subject: "Unsupported X Windows visual" AGAIN!
Posted by [Angelos Vourlidas](#) on Thu, 25 May 2000 07:00:00 GMT
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Hi all,

this is another 8 bit /24 bit related problem which (I suspect) has to do more with our graphics cards rather than IDL itself. I put in the attached file the output from Liam's IDL programs (colorset, colorinfo) and from running XDPYINFO on a SunSparc 5 with a 24bit display.

The problem is that IDL refuses to start in 8bit mode. Looking at the xdpinfo output I noticed that there is only ONE visual entry (TrueColor, 24bit) for the display.

Is this the reason that IDL won't run in 8bit mode? Do I need to get a different graphics card? Are there any other options?

Thank you for your help,
Angelos

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louis14<45>% idl

```
IDL Version 5.3 (sunos sparc). (c) 1999, Research Systems, Inc.
% Compiled module: COLORSET.
% Unsupported X Windows visual (class: PseudoColor, depth: 8).
  Substituting default (class: TrueColor, Depth: 24).
Display mode   : TrueColor
Color table size: 256
Number of colors: 16777216
```

```
% Compiled module: COLORINFO.
{ sparc sunos unix 5.3 Nov 11 1999}
Color modes available are /bin/lscf class:TrueColor
Number of colors:   16777216
Color table size:   256
Current color mode:  TrueColor
Current color depth: 24
Decomposed color flag: 0
{ 16777216   256 TrueColor   24   0}
The following function keys are defined with MY commands:
```

```
F2 - RETALL
F3 - PRINT,
```

F4 - .RUN
F5 - HELP
MY_IDL>

XDPYINFO OUTPUT (partial):

screen #0:

dimensions: 1152x900 pixels (325x254 millimeters)

resolution: 90x90 dots per inch

depths (2): 1, 24

root window id: 0x25

depth of root window: 24 planes

number of colormaps: minimum 1, maximum 1

default colormap: 0x21

default number of colormap cells: 256

preallocated pixels: black 0, white 16777215

options: backing-store YES, save-unders YES

largest cursor: unlimited

current input event mask: 0x150201d

KeyPressMask ButtonPressMask ButtonReleaseMask

EnterWindowMask ButtonMotionMask SubstructureRedirectMask

PropertyChangeMask OwnerGrabButtonMask

number of visuals: 1

default visual id: 0x22

visual:

visual id: 0x22

class: TrueColor

depth: 24 planes

available colormap entries: 256 per subfield

red, green, blue masks: 0xff0000, 0xff00, 0xff

significant bits in color specification: 8 bits

louis14<47>%

File Attachments

1) [idlout.log](#), downloaded 102 times
