
Subject: Re: WINDOW, /PIXMAP Question

Posted by [William Daffer](#) on Wed, 23 Oct 2002 00:13:37 GMT

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Mostafa El-Kady <mostafa@atmos.colostate.edu> writes:

> Hello,
>
> I have a program that draws some graphics to an off-screen buffer then
> grab the image and save it to JPEG file. It runs fine on my SGI machine
> with IRIX 6.5.17.
>
> When I telnet from to the SGI from a Windows machine at home and run the
> program, it works as long as I leave my account at the SGI is till open.
> If I have logged out from the SGI and tried the program by telnet from
> home, it crashes at the statement:
>
> WINDOW, /PIXMAP, /FREE
>
> and give the following error:
> % WINDOW: Unable to connect to X Windows display: 0.0
> % WINDOW: Unable to open X Windows display.
>
> Has anyone encountered similar problem and know a work-around?
>

I've had a similar problem. Your program needs access to the X server, but if you aren't logged on at work your account doesn't 'own' the X server. The X authentication protocols won't allow the non-owner of the server to connect. If the xdm prompt is up, I suspect that 'root' owns the display, although I don't know for sure and, of course, if some other user is logged in on console then that user owns the console.

One work around is to leave yourself logged on at work. Another may be to use a Z buffer, but this will restrict your work to 8-bit color. This isn't as bad as it sounds, you can still do true color, but you'll have to do the work one color plane at a time instead of all at once as you could working with an X window. There may be a third; go in and modify the appropriate system scripts to allow your account access to the X server whoever is logged on. This last alternative is something of a security hole. Finally another may be turning off X authentication altogether, which allow *anyone*, whether locally or via the network, to connect to the server. Most likely a bad idea.

I have a similar situation, I need to process images and make animations no matter who's logged in. I've written all my code so

that it doesn't need to connect to the X server. My entire project is defeated, however, by a piece of SGI software, dmconvert, which I use to transform a series of images into a quicktime movie. That code makes a connection to the X server and I can't do without that software. So I leave myself logged in so that my account can always connect to the X server.

If anyone finds another way to do this, I'd appreciate a holler.

whd

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RASCALITY, n. Stupidity militant. The activity of a clouded intellect.

-- Ambrose Bierce: The Devil's Dictionary
