

---

Subject: Re: X11 0.2.1,OpenGL and IDL object Graphics  
Posted by [John Boccio](#) on Sun, 16 Feb 2003 17:16:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

In article <4a097d6a.0302160143.27bbcb4c@posting.google.com>,  
MKatz843@onebox.com (M. Katz) wrote:

No luck with these ideas. I already have such file and the look the same  
as your suggestions.

I removed and reinstalled everything on the 733 MHz system and on a dual  
1.25 GHz system.

No luck.

Same problem.

Setting Hardware OpenGL in preferences crashes demo in Object-World etc.

Any other ideas appreciated.

John Boccio  
boccio@swarthmore.edu

>> Is Hardware OpenGL supposed to work yet?

>

> Yes. It's working beautifully for me. In fact, it absolutely FLIES, I'm  
> astounded.

> Now, when I'm running an intensive IDL graphics routine, I can see from the  
> "top" command that there's a process called "Xquartz" that I had never  
> noticed before.

>

> I have a few quick things you might try.

>

> First, make sure you have a ~/.xinitrc file that contains something like  
> these 2 lines:

> -----

> xterm -sb -bg snow -rw -sl 500 -geometry 80x59+5+190 &

> exec /usr/X11R6/bin/quartz-wm

> -----

> The first one just calls up an xterm window (obviously) and the  
> second makes sure you're running apple's window manager  
> and not some other by default. By "~/.xinitrc" I mean that it should be  
> located in your /Users/yourname/ directory. You'll need to use  
> the terminal window or some other text editor to open/create/modify  
> the file since most of the time the .files are hidden in the finder.

>

> Second, you should have an ~/.Xdefaults file containing these lines.

> -----  
> idl.gr\_visual: TrueColor  
> idl.gr\_depth: 24  
> idl.retain: 1  
> -----  
> (Note: I don't think that "Idl" versus "idl" makes a difference here,  
> but .Xdefaults vs. .xdefaults MAY make a difference. Use .Xdefaults)  
> To implement the changes, I think you can just quit X11 and restart it.  
> There should be no need to logout or restart the machine.  
>  
> Let us know if that works for you.  
>  
> M. Katz

---