
Subject: Re: X11 0.2.1,OpenGL and IDL object Graphics
Posted by [MKatz843](#) on Sun, 16 Feb 2003 09:43:12 GMT
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> 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
