
Subject: Re: Apple X11 Beta 0.3

Posted by [karl_schultz](#) on Wed, 09 Apr 2003 14:02:59 GMT

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"M. Katz" <MKatz843@onebox.com> wrote in message
news:4a097d6a.0304081243.70f54fae@posting.google.com...

>> I can't completely explain why 0.3 is working in your case. I'm
>> assuming that you've removed any IDL configuration settings that may
>> have forced software rendering in Object Graphics. Some of the
>> discussion below may hint at some answers.

>

> I now have IDL and X11.app beta 0.3 installed on 3 different Macs, all
> running flawlessly for my applications.

>

> I use direct graphics interactively with windows created from the
> command line, and I can use tvrd() with no problems. I believe I have
> used /true to get 24-bit color from tvrd.

Probably because your windows are 24-bit. I tried to point out that the
problem was with using/mixing 8-bit windows.

> I also use object graphics from within widget_draw windows. I haven't
> had any problems whatsoever.

Object Graphics is less likely to have the problem because it is a lot
harder to get OG to use an 8-bit visual when there are 24-bit ones
available.

>

> In case it helps, here's the contents of two files in my ~ directory.

>

> This is the first four lines of my .Xdefaults file

>

> idl.gr_visual: TrueColor

> idl.gr_depth: 24

> idl.retain: 1

> idl.renderer: 1

This last line will keep you from using OpenGL hardware acceleration on your
system.

>

>

> My .xinitrc looks like this

>

> xterm -sb -bg snow -rw -sl 500 -geometry 80x40+5+190 &

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

>

>
> For object graphics in widget_draw, I issue commands like this:
>
> windowID = widget_draw(base, GRAPHICS_LEVEL=2, RETAIN=2,
> UVALUE='window')
>
> I think I started setting RETAIN=2 for compatability with a Linux
> system that I also use. On that system, if RETAIN isn't set properly,
> then the windows go black when they're hidden.

Probably because the X servers have differing backing store capabilities.
If you are adventurous, you might try playing with your XFree86 config files
to see if you can get backing store set up in such a way that RETAIN=2 is
not needed.

>
> I hope your problems get resolved. If you'd like me to test a certain
> procedure that reliably crashes your IDL session, send along some
> instructions and I'll give it a go.

Try running demo_tour (without any IDL Xdefaults settings).

Or, do something that uses a Direct Graphics 8-bit visual.

I think that the problems only occur when you start using the 8-bit
PseudoColor X visual. Demo_tour does this. From what you are saying, it
looks like you are happening to avoid that, and that's why you are running
OK.

Using RETAIN=2 causes IDL to use X quite a bit differently, and that may be
enough to avoid the bug.

There's also the possibility that your graphics card may be such that you
are avoiding the buggy path in the server, but I think that is less likely.

Karl
