
Subject: Re: Apple X11 Beta 0.3

Posted by [MKatz843](#) on Tue, 08 Apr 2003 20:43:48 GMT

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> 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`.

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

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
```

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.

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.

