
Subject: Re: Apple X11 Beta 0.3

Posted by [karl_schultz](#) on Tue, 08 Apr 2003 14:30:15 GMT

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MKatz843@onebox.com (M. Katz) wrote in message

news:<4a097d6a.0303241202.55244ec6@posting.google.com>...

- > I installed the X11 beta 0.3 on my home Mac.
- > I run OS X 10.2.4 on a 1.5 year old G4/867 desktop machine.
- > The previous X11 had been working extremely well for me.
- >
- > Since last week, I've used the beta 0.3 with IDL for about 15-20 hours
- > now and I haven't had any problems at all. I opted to keep all of my
- > "configuration" files the same. (i.e. I didn't let the installer
- > overwrite my config files.) Occasionally the 0.2x version
- > would silently quit on me--poof--when it was in the background.
- > So far, that has not happened once with 0.3.
- >
- > I run graphic-intensive applications with both direct graphics
- > and object graphics windows.
- >
- > There's only one peculiarity I've found, and it's been around since
- > the first version of X11. If I have two graphics-only windows open,
- > and I try to move one of them with a click-and-drag, sometimes
- > the computer loses track of where I clicked. The mouse cursor ends up
- > on one side of the screen and the window on the other. They still
- > move together, but far apart. Has anyone else seen this? It seems
- > to only happen WHILE a process is running. Not when everything is stopped.
- >
- > M. Katz

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 did hear back from Apple about the problems that people are having with 0.3. Apple added 8-bit PseudoColor visual support in 0.3. This means that an X client can create windows that have either 8 or 24 bit depths. This gets really interesting when clients start creating windows of mixed depths in the same window hierarchy. Windows inherit attributes from their parent window and the mixed depths can cause all sorts of problems. Although many Unix workstation vendors have supported this for awhile now, Apple needs to work out some of the problems on their platform. There's more to it than just enabling the basic drawing code.

Some IDL apps will specifically ask for 8-bit windows, and these are

the IDL apps that are most likely to have problems. The demo/demo_tour is one example. On 24-bit only X servers, the demo_tour would throw a message about not being able to get the 8-bit visual, but then keep going anyway. On the 0.3 beta, the message does not appear, but the crash occurs when the mixed depths are actually used.

I'm guessing that you may not see a crash if your Direct Graphics program stays with the default window visual type, or if your app uses only Object Graphics.

Apple is working on the problem, but no word yet on when a fix will be available.
