
Subject: Re: Hard crashes with device,/retain=2 ??
Posted by [condor](#) on Fri, 25 Apr 2003 17:39:10 GMT
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This is posted mostly for reference for those poor souls who run into the same problem in the future and google for it and wonder what actually helped.

dmarino@digitalglobe.com (dmarino) wrote in message news:<1c23e5f8.0304080600.51f5f77f@posting.google.com>...
> It turned out the Nvidia cards had some kind of 30 bpp mode
> running that wasn't a valid color class for IDL. Maybe some
> games and scanners can use 30 bpp? I never saw a 10/10/10 bit
> display before.

I think this part is covered by appendix D in the nvidia driver README:

Option "Dac8Bit" "boolean"

Most Quadro parts by default use a 10 bit color look up table (LUT) by default; setting this option to TRUE forces these graphics chips to use an 8 bit (LUT). Default: a 10 bit LUT is used, when available.

> One other thing we tried that seemed to help, there's some settings in
> your XF86Config file that deal with off-screen memory pixmaps. Turn
> them on and off and see what happens. I think having that enabled and
> using retain=2 may cause a conflict.

As it turned out, none of this made a difference. What helped finally was the following two lines in the "Screen" section of the XF86Config:

Section "Screen"

Option "backing_store"

Option "save_unders"

Yes, the "Screen"-section, not the "ServerFlags" section. No, this does not seem to be documented anywhere: I got this from a usenet post and the poster admitted that he got that from a usenet post as well. It sure isn't anywhere in 'man Xserver', 'man XF86Config', the nvidia driver documentation or the www.xfree86.org web site.

I am now running with the default "retain" and after a couple weeks of almost daily crashes, I haven't had one in almost a week, so I'm assuming this is what needed fixing.
