
Subject: Re: Unsupported X Windows visual
Posted by [hchenh](#) on Thu, 08 May 2003 00:57:57 GMT
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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
> The thread suggests that there is a patch available that solves a problem

The specified patch(newer version) for solaris 8 was installed on the blade 100.

> is not really listing this visual. Perhaps you can post the output from
> xdpinfo? (This will give me some other clues)

Here is the output of xdpinfo on the blade:

```
hostname 163% xdpinfo
name of display:  hostname:10.0
version number:  11.0
vendor string:   Sun Microsystems, Inc.
vendor release number:  3600
maximum request size: 262140 bytes
motion buffer size: 256
bitmap unit, bit order, padding:  32, MSBFirst, 32
image byte order:  MSBFirst
number of supported pixmap formats:  3
supported pixmap formats:
    depth 1, bits_per_pixel 1, scanline_pad 32
    depth 8, bits_per_pixel 8, scanline_pad 32
    depth 24, bits_per_pixel 32, scanline_pad 32
keycode range:  minimum 8, maximum 132
focus: window 0x1c00036, revert to PointerRoot
number of extensions:  21
    AccessX
    Adobe-DPS-Extension
    DOUBLE-BUFFER
    DPSExtension
    MIT-SCREEN-SAVER
    MIT-SHM
    MIT-SUNDRY-NONSTANDARD
    Multi-Buffering
    SHAPE
    SUN_ALLPLANES
    SUN_DGA
    SUN_OVL
    SUN_SME
    SYNC
    SolarisIA
    X3D-PEX
    XC-MISC
```

XIE
 XInputDeviceEvents
 XInputExtension
 XTEST
 default screen number: 0
 number of screens: 1

 screen #0:
 dimensions: 1280x1024 pixels (361x288 millimeters)
 resolution: 90x90 dots per inch
 depths (3): 1, 8, 24
 root window id: 0x37
 depth of root window: 8 planes
 number of colormaps: minimum 1, maximum 5
 default colormap: 0x34
 default number of colormap cells: 256
 preallocated pixels: black 1, white 0
 options: backing-store YES, save-unders YES
 largest cursor: 64x64
 current input event mask: 0x78203f
 KeyPressMask KeyReleaseMask ButtonPressMask
 ButtonReleaseMask EnterWindowMask LeaveWindowMask
 ButtonMotionMask SubstructureNotifyMask SubstructureRedirectMask
 FocusChangeMask PropertyChangeMask
 number of visuals: 16
 default visual id: 0x20
 visual:
 visual id: 0x20
 class: PseudoColor
 depth: 8 planes
 available colormap entries: 256
 red, green, blue masks: 0x0, 0x0, 0x0
 significant bits in color specification: 8 bits
 visual:
 visual id: 0x21
 class: PseudoColor
 depth: 8 planes
 available colormap entries: 256
 red, green, blue masks: 0x0, 0x0, 0x0
 significant bits in color specification: 8 bits
 visual:
 visual id: 0x22
 class: StaticColor
 depth: 8 planes
 available colormap entries: 256
 red, green, blue masks: 0x7, 0x38, 0xc0
 significant bits in color specification: 8 bits
 visual:

visual id: 0x23
class: StaticGray
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x24
class: GrayScale
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x25
class: TrueColor
depth: 8 planes
available colormap entries: 8 per subfield
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits

visual:

visual id: 0x26
class: DirectColor
depth: 8 planes
available colormap entries: 8 per subfield
red, green, blue masks: 0x7, 0x38, 0xc0
significant bits in color specification: 8 bits

visual:

visual id: 0x27
class: StaticGray
depth: 8 planes
available colormap entries: 256
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x2e
class: PseudoColor
depth: 8 planes
available colormap entries: 224
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x2f
class: PseudoColor
depth: 8 planes
available colormap entries: 224
red, green, blue masks: 0x0, 0x0, 0x0
significant bits in color specification: 8 bits

visual:

visual id: 0x28
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

visual:

visual id: 0x29
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

visual:

visual id: 0x2a
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

visual:

visual id: 0x2b
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

visual:

visual id: 0x2c
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits

visual:

visual id: 0x2d
class: TrueColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff, 0xff00, 0xff0000
significant bits in color specification: 8 bits
