

---

Subject: Re: Unsupported X Windows visual  
Posted by [Karl Schultz](#) on Wed, 07 May 2003 21:31:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

You might try looking at this thread on Google Groups. I found it by searching for "sun blade visual".

<http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&oe=UTF-8&threadm=3b66f048.0%40cfanews.harvard.edu&rnum=5&prev=/groups%3Fhl%3Den%26lr%3D%26ie%3DUTF-8%26oe%3DUTF-8%26q%3Dsun%2Bblade%2Bvisual>

The thread suggests that there is a patch available that solves a problem with lack of 8-bit support on some Blade machines with certain mind-boggling collections of graphics hardware. But the discussion seems to suggest that the 8-bit PseudoColor visual does show up in xdpinfo output if the visual exists and does not show up in xdpinfo if it is not there.

IDL throws that error message when it can't find the requested visual in the result of a XGetVisualInfo call. This leads me to believe that your server is not really listing this visual. Perhaps you can post the output from xdpinfo? (This will give me some other clues)

Karl

"Hannah Chenh" <hchenh@ucsd.edu> wrote in message  
news:ca36e435.0305070943.381f9f57@posting.google.com...

> Nigel Wade <nmw@ion.le.ac.uk> wrote in message  
news:<b9alis\$par\$2@south.jnrs.ja.net>...

>> Hannah Chenh wrote:

>>

>>> Hello,

>>>

>>> I'm getting the following message when I try to use PseudoColor depth  
>>> 8:

>>>

>>> % Unsupported X Windows visual (class: PseudoColor, depth: 8).

>>> Substituting default (class: TrueColor, Depth: 24).

>>>

>>> IDL 5.5 is installed on an HP-UX 11.0 machine and I'm logging from a  
>>> Blade 100 running solaris 8 to use IDL. The output of xdpinfo on the  
>>> Blade shows that it supports 8 bits color.

>>>

>>> Does anyone know what is the problem?

>>>

>>> Thank you very much,

>>>

>>> Hannah

>>

>> Is DISPLAY definitely pointing to the Blade's display before starting  
IDL?  
>>  
>> If not IDL is going to try to open the HP display which may not support  
>> PsuedoColor.  
>  
> Yes, DISPLAY is pointing to the Blade's display. I only have this  
> problem with Blade 100 running solaris 8. Other machines (Ultra  
> 10,30) are working fine with PsuedoColor.  
>  
> Hannah

---