Subject: Re: Graphics problem on Sun Ultra2 workstation
Posted by jimby on Wed, 30 Jul 2003 22:04:41 GMT

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Alex,

  I've seen this problem before. You might want to examine your
visual depth, resolution, and cycle rate. Try the following:

% xdpyinfo

  which will give you a list of the various visuals available on your
machine as well as the current one. I also assume you want to use 24
bit color depth.

  Now try the m64config command under Solaris, but first read the
manpage because this is a tricky command. The color flash is likely
due to the number of cycles that your monitor is refreshing at. Look
for a higher one (75 or 76 cycles).

  After that, use the m64config to change your color depth and
resolution.

% m64config -depth 24
% m64config -res 1280x1024x76 (or some resolution that is available to
you)

  Now log out of your X session and log back in. Note that this may
affect some of your other applications if you were running in 8-bit
Pseudocolor mode before.

Hope this helps.

Jim

Wonko@wonkology.org (Alex Schuster) wrote in message
news:<8qsf3D1Pd8B@wonkology.org>...
> Hi there!
>
> I've been away from this group for some time.. too many thing to do,
> too less time.
>
> I am having trouble with our two new (well, some years ago they were
> new) SUN Ultra2 workstations and IDL (5.2). Whan I start IDL, and
> enter the WINDOW command, a white window appears. If I move the mouse
> cursor into the window, I get the correct black color, but my desktop
> colors switch, too.

>
> I know this from other SUNs, but it never was a real problem, as
> switching to pseudo color mode (DEVICE, PSEUDO=8) or setting DEVICE,
> DECOMPOSED=0 solved it.
>
> This does not work with the new SUNs. All I can do is a device,
> true_color, this prevents the color flickering. But I have tons of
> programs using pseudo color mode that I don't want to change to true-
> color mode.
>
> Any ideas? I'm sorry that I don't know much about the graphics card,
> only that it's a Creator model, that's what the logo on the front
> panel says. We have other SUNs (Ultra-1), with Creator 3d cards, and
> they work well. I don't think there is an easy solution, but I thought
> I'd give the group here a try.
>
> TIA,
>
>   Alex