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Subject: Re: Another VM conundrum

Posted by [Rick Towler](#) on Thu, 11 Dec 2003 23:05:06 GMT

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"JD Smith" wrote in message...

> On Thu, 11 Dec 2003 12:46:11 -0700, David Fanning wrote:

>

>> JD Smith writes:

>>

>>> Having fixed my main-level XManager issues (thankfully fairly trivial),

>>> I now find myself with another problem. Typically, I recommend setting

>>> something like:

>>>

>>> device,DECOMPOSED=0,TRUE=16,RETAIN=2

>>>

<snip>

> Thanks David. What's different about this problem is I'm not interested

> in restoring the decomposed state, etc. since only the single program will

> be running under the VM; in this sense I can be very selfish and just set

> it to what I need -- if I knew what that was. What I want is a setup such

> that, for any combination of visual (TrueColor, PseudoColor, etc.), depth

> (8,16,24bit), and backing behavior (stored by server, stored by OS, stored

> by IDL), will give "correct" colors, and images which won't be clobbered

> when windows are drug across them. I'm thinking I can probably get away

> with:

>

> device,DECOMPOSED=0,RETAIN=2

>

> which will always run since you need IDL>=6.0 to run the VM. What I worry

> about is how this will interact with various other systems (like Windows,

> Solaris, or MacOSX). Can anyone offer any feedback as to whether this

> call succeeds in doing what I asked without creating other problems?

FWIW, I have been throwing in the same line with the direct graphics applications I have been compiling for the VM and haven't run into any issues. Tested on 8 and 32bit windows systems, 24bit X (solaris), and 8bit X (win32 X server).

-Rick

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