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Subject: Re: Student Edition & Object Graphics  
Posted by [profxtjb](#) on Thu, 22 Jan 2004 16:18:56 GMT  
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Randall Skelton <[rskeltonatatmoxacuk@nospam.org](mailto:rskeltonatatmoxacuk@nospam.org)> wrote in message  
news:<Pine.LNX.4.44.0401211417120.18555-100000@moriarty.atm.ox.ac.uk>...

Randall, if you are finishing your thesis, you probably do not have time to try any tricks with the X11 options etc., but in case you already know your way around X11, here is something I noticed.

My objects graphics code, working well in idlde (version 6.0), was choking when I ran it in the VM. It would render the main window and the background plus one button widget but nothing more. I then started up X11 with -depth 8 and the VM rendered one more object (an IDLgrModel object) before choking again. Maybe that gives a clue about how to get into the X11 programming and track down the trouble.

But I have other things to do than dig into that tangle! Keep working on that thesis!!

==Thomas Brueckner==

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> figures for my thesis but it seems I cannot run any object graphics code?
> I am running IDL 5.6, 6.0 and 5.6se under OS X (10.3) with Apple X11 and
> code that works fine running the either 5.6 or 6.0 (full version) but fails
> to work with the student edition? Even the RSI object example code fails
> after each object window is drawn!!
>
> cinqueterre [1:50pm] skelton [~] idl
> IDL Student Edition 5.6, Mac OS X (darwin ppc m32). (c) 2002, Research Systems, Inc.
> Installation number: 001.
> Licensed for use by: IDL Student Version
>
> IDL> test_surface
> % Compiled module: TEST_SURFACE.
> % Compiled module: DIST.
> % X windows protocol error: BadMatch (invalid parameter attributes).
> % X windows protocol error: BadWindow (invalid Window parameter).
>
>
> IDL> help, /device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
```

- > Current graphics device: X
  - > Server: X11.0, The XFree86 Project, Inc, Release 40300000
  - > Display Depth, Size: 24 bits, (1280,854)
  - > Visual Class: TrueColor (4)
  - > Bits Per RGB: 8 (8/8/8)
  - > Physical Color Map Entries (Emulated / Actual): 256 / 256
  - > Colormap: Private, 16777216 colors. Translation table: Enabled
  - > Graphics pixels: Decomposed, Dither Method: Ordered
  - > Write Mask: 16777215 (decimal) ffffff (hex)
  - > Graphics Function: 3 (copy)
  - > Current Font: <default>, Current TrueType Font: <default>
  - > Default Backing Store: Req from Server.
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