
Subject: Re: Background color

Posted by [nakisa](#) on Fri, 02 Jan 2009 15:21:32 GMT

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On Jan 2, 2:46 pm, David Fanning <n...@dfanning.com> wrote:

> nakisa writes:

>> I test it but it doesn't work , even I try the samples on your webpage

>> at (<http://www.dfanning.com/documents/programs.html>)

>> on both cases IDL returns this error:

>

>> libGL error: open DRM failed (Operation not permitted)

>> libGL error: reverting to (slow) indirect rendering

>

>> Can you guess what is the problem ?

>

> No. :-)

hi , here it is :(the answer of machine)

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X
Z

Current graphics device: X

Server: X11.0, The X.Org Foundation, Release 10502000

Display Depth, Size: 24 bits, (1280,1024)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Shared, 16777216 colors. Translation table: Bypassed

Graphics pixels: Decomposed, Dither Method: Ordered

Write Mask: 16777215 (decimal) fffff (hex)

Graphics Function: 3 (copy)

Current Font: <default>, Current TrueType Font: <default>

Default Backing Store: Req from Server.

best,nakisa

> Please send us the result of this command:

>

> IDL> Help, /Device

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

- > Fanning Software Consulting, Inc.
 - > Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
 - > Sepore ma de ni thui. ("Perhaps thou speakest truth.")
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