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Subject: Re: Surface/shade\_surf problem on IDL 7.1 / Lion OS ??

Posted by [Steve Daal](#) on Tue, 16 Oct 2012 06:21:44 GMT

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IDL> help, /device

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

Hi David, here is the output of the Help,/Device

Current graphics device: X

Server: X11.0, The X.Org Foundation, Release 11006000

Display Depth, Size: 24 bits, (1440,878)

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: Pixmap.

Window Status: -----

id typ( x, y, backing store) id typ( x, y, backing store)

0: Win(1200, 700, Pixmap) 3: Win( 720, 439, Req from Server)

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