
Subject: Re: Linux IDL - Direct Graphics

Posted by [Jacques Basson](#) on Mon, 03 Apr 2000 07:00:00 GMT

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Try typing

device, true_color=24

I get the same error if I don't type it in (I am also running 1024x768, 16bpp).

Jacques

Julio Maranhao wrote:

>
> I installed IDL 5.3 timed demo on a Linux machine (XFree86 3.3.6). It's
> working, but some functions (window, loadct, plot, tv) do these errors:
> Unsupported X Windows visual (class: StaticGray, depth: 0).
> Substituting default (class: <UndefinedVisual>, Depth: 0)
> And I think it's related with the 'device' comand (Direct Graphics). Object
> Graphics work fine (the surf_track example is Ok).
> I am using 1024x768, 16bpp. I am porting to IDL Linux and if someone could
> help me, I'll appreciate.
>
> Regards.

Subject: Re: Linux IDL - Direct Graphics

Posted by [John-David T. Smith](#) on Mon, 03 Apr 2000 07:00:00 GMT

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Julio Maranhao wrote:

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16bit is your trouble. You could look into Xfree86 4.0, which permits hardware overlays (8-bit pseudo-color within a 16bit session, for instance) on some platforms. Or try restarting in 8-bit mode directly.

JD

--

J.D. Smith |*| WORK: (607) 255-5842
Cornell University Dept. of Astronomy |*| (607) 255-6263
304 Space Sciences Bldg. |*| FAX: (607) 255-5875
Ithaca, NY 14853 |*|

Subject: Re: Linux IDL - Direct Graphics
Posted by [R.Bauer](#) on Tue, 04 Apr 2000 07:00:00 GMT
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"J.D. Smith" wrote:

>

> Julio Maranhao wrote:

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>

Try 32bpp idl/linux believes 24bpp.

R.Bauer
