
Subject: Re: "Unsupported X Windows visual" AGAIN!
Posted by [Liam E. Gumley](#) on Thu, 25 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Angelos Vourlidas wrote:

>
> Hi all,
> this is another 8 bit /24 bit related problem which (I suspect) has
> to do more with our graphics cards rather than IDL itself.
> I put in the attached file the output from Liam's IDL programs
> (colorset, colorinfo) and from running XDPYINFO on a SunSparc 5 with a
> 24bit display.
> The problem is that IDL refuses to start in 8bit mode. Looking at
> the xdpinfo output I noticed that there is only ONE visual entry
> (TrueColor, 24bit) for the display.
> Is this the reason that IDL won't run in 8bit mode? Do I need to get
> a different graphics card? Are there any other options?
> Thank you for your help,
> Angelos

>
> --
> +-----+
> Dr. Angelos Vourlidas Code 7660, Naval Research Lab
> email: avourlid@pythia.nrl.navy.mil 4555 Overlook Ave, S.W.
> (202) 767-2800 (tel), -5636 (fax) Washington, DC 20375-5320

>
> -----
> louis14<45>% idl
> IDL Version 5.3 (sunos sparc). (c) 1999, Research Systems, Inc.
> % Compiled module: COLORSET.
> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
> Substituting default (class: TrueColor, Depth: 24).
> Display mode : TrueColor
> Color table size: 256
> Number of colors: 16777216
>
> % Compiled module: COLORINFO.
> { sparc sunos unix 5.3 Nov 11 1999}
> Color modes available are /bin/lscf class:TrueColor
> Number of colors: 16777216
> Color table size: 256
> Current color mode: TrueColor
> Current color depth: 24
> Decomposed color flag: 0
> { 16777216 256 TrueColor 24 0}
> The following function keys are defined with MY commands:
>
> F2 - RETALL

```

> F3 - PRINT,
> F4 - .RUN
> F5 - HELP
> MY_IDL>
> -----
> -----
>
> XDPYINFO OUTPUT (partial):
>
> screen #0:
> dimensions: 1152x900 pixels (325x254 millimeters)
> resolution: 90x90 dots per inch
> depths (2): 1, 24
> root window id: 0x25
> depth of root window: 24 planes
> number of colormaps: minimum 1, maximum 1
> default colormap: 0x21
> default number of colormap cells: 256
> preallocated pixels: black 0, white 16777215
> options: backing-store YES, save-unders YES
> largest cursor: unlimited
> current input event mask: 0x150201d
> KeyPressMask      ButtonPressMask      ButtonReleaseMask
> EnterWindowMask   ButtonMotionMask      SubstructureRedirectMask
> PropertyChangeMask OwnerGrabButtonMask
> number of visuals: 1
> default visual id: 0x22
> visual:
> visual id: 0x22
> class: TrueColor
> depth: 24 planes
> available colormap entries: 256 per subfield
> red, green, blue masks: 0xff0000, 0xff00, 0xff
> significant bits in color specification: 8 bits
> louis14<47>%

```

Angelos,

Are you using a local Linux box to login to the remote Sun box?

It appears the X server on your local box does not support 'overlays', i.e. the capability to create an 8-bit visual when the desktop is set to 24-bit. XFree86 versions prior to 4.0 exhibit this behavior. XFree86 version 4.0 is supposed to allow 8-bit overlays, but I have not tested it.

If you are actually logged in on the Sun console, then it's possible that your version of Solaris does not support 8-bit overlays. I believe

the Sun Ultras we have around here all support overlays.

Sorry I can't offer more help. Perhaps someone who is sitting in front of a Sun box could respond.

Cheers,
Liam.

Subject: Re: "Unsupported X Windows visual" AGAIN!
Posted by [olivier.archer](#) on Sat, 27 May 2000 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi

"Liam E.Gumley" wrote:

> It appears the X server on your local box does not support 'overlays',
> i.e. the capability to create an 8-bit visual when the desktop is set to
> 24-bit. XFree86 versions prior to 4.0 exhibit this behavior. XFree86
> version 4.0 is supposed to allow 8-bit overlays, but I have not tested
> it.
>

Yes, XFree86 support it but it still little buggy. I've tried it on a matrox G200,
and some portion of screen was not well refreshed.

>
> If you are actually logged in on the Sun console, then it's possible
> that your version of Solaris does not support 8-bit overlays. I believe
> the Sun Ultras we have around here all support overlays.
>

It depend of the video card shipped with the ultra. the graphics card Creator 3D
support overlays (price is expensive!), but the PGX24 didn't. I think PGX32 support
it. I'm going to trie a such card in the few days.

>
> Sorry I can't offer more help. Perhaps someone who is sitting in front
> of a Sun box could respond.
>
> Cheers,
> Liam.

--
Olivier
