Subject: Re: "Unsupported X Windows visual" AGAIN! Posted by Liam E. Gumley on Thu, 25 May 2000 07:00:00 GMT

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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 xdpyinfo 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/ls-CF class:TrueColor
> Number of colors:
                      16777216
> Color table size:
                     256
> Current color mode: TrueColor
> Current color depth: 24
> Decomposed color flag: 0
                    256 TrueColor
                                       24
> { 16777216
> The following function keys are defined with MY commands:
```

> 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 > OwnerGrabButtonMask > PropertyChangeMask number of visuals: > default visual id: 0x22 > visual: visual id: 0x22 >

Angelos,

> louis14<47>%

>

>

>

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

available colormap entries: 256 per subfield

significant bits in color specification: 8 bits

red, green, blue masks: 0xff0000, 0xff00, 0xff

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

class: TrueColor

depth: 24 planes

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 ulra. 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