Subject: Re: special linux/idl problem
Posted by Markus Feldt on Tue, 08 May 2001 13:46:57 GMT
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Hai,

first, try to compare the output of the "xdpyinfo" linux-command.
look if there are any differnces on the three machines in question
concerning colour depths or the like.

second, try something like "device, pseudo_color=8 " before the
decomp=0 . of course, then you loose the rue-colour didsplay ...

good luck

m. feldt

--
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fï¿½r Astronomie mailto:mfeldt@mpia.de
Kï¿½nigstuhl 17 http://www.mpia.de/homes/feldt
D-69117 Heidelberg, Germany Si, !asi es la vida!

Subject: Re: special linux/idl problem
Posted by R.Bauer on Wed, 09 May 2001 10:09:36 GMT
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Reimar Bauer wrote:
>
> Hi,
>
> I hope someone on this group know this problem and is able to help.
>
> On one of my linux system I got always a monochrome color output
> (grey scale) by idl. All other applications do have colors.
>
> I have three identical machines (I believe) and only one of
> them has this failure.

This statement was wrong.
All of them do have this failure.

I will give a bit more informations about this machines:

AMD 1200 MHZ
ELSA GLADIAC MX 32MB

Settings: 24 bit

OS:
Suse7.0

IDL:
V5.4.1

If I set 8bit they have colors but that's not good enough.

I hope someone of you do have a similiar machine and is
able to tell that these machine is working well.

regards
Reimar

xdpyinfo gives following results:

name of display: :0.0
version number: 11.0
vendor string: The XFree86 Project, Inc
vendor release number: 4001
maximum request size: 4194300 bytes
motion buffer size: 256
bitmap unit, bit order, padding: 32, LSBFirst, 32
image byte order: LSBFirst
number of supported pixmap formats: 6
supported pixmap formats:
  depth 1, bits_per_pixel 1, scanline_pad 32
  depth 4, bits_per_pixel 8, scanline_pad 32
  depth 8, bits_per_pixel 8, scanline_pad 32
  depth 15, bits_per_pixel 16, scanline_pad 32
  depth 16, bits_per_pixel 16, scanline_pad 32
  depth 24, bits_per_pixel 32, scanline_pad 32
keycode range: minimum 8, maximum 255
focus: window 0x1a0000b, revert to PointerRoot
number of extensions: 22
  BIG-REQUESTS
  DPMS
  Extended-Visual-Information
  FontCache
  LBX
  MIT-SCREEN-SAVER

```
    MIT-SHM
    MIT-SUNDRY-NONSTANDARD
    NV-GLX
    SECURITY
    SHAPE
    SYNC
    TOG-CUP
    XC-APPGROUP
    XC-MISC
    XFree86-DGA
    XFree86-Misc
    XFree86-VidModeExtension
    XInputExtension
    XKEYBOARD
    XTEST
    XVideo
default screen number:    0
number of screens:    1

screen #0:
  dimensions:    1280x1024 pixels (433x347 millimeters)
  resolution:    75x75 dots per inch
  depths (1):    24
  root window id:    0x2e
  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 NO, save-unders NO
  largest cursor:    32x32
  current input event mask:    0xf8603f
    KeyPressMask            KeyReleaseMask
ButtonPressMask
    ButtonReleaseMask       EnterWindowMask
LeaveWindowMask
    ButtonMotionMask        KeymapStateMask
SubstructureNotifyMask
    SubstructureRedirectMask FocusChangeMask
PropertyChangeMask
    ColormapChangeMask
  number of visuals:    9
  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
visual:
visual id: 0x23
class: DirectColor
depth: 24 planes
available colormap entries: 256 per subfield
red, green, blue masks: 0xff0000, 0xff00, 0xff
significant bits in color specification: 8 bits
visual:
visual id: 0x24
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
visual:
visual id: 0x25
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
visual:
visual id: 0x26
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
visual:
visual id: 0x27
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
visual:
visual id: 0x28
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
visual:
visual id: 0x29
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
visual:
visual id: 0x2a
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

--
Reimar Bauer

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http://www.fz-juelich.de/icg/icg1/
==========
a IDL library at ForschungsZentrum Jï¿½lich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml

http://www.fz-juelich.de/zb/text/publikation/juel3786.html

Subject: Re: special linux/idl problem
Posted by Carsten Dominik on Wed, 09 May 2001 10:20:56 GMT
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>>>> > "RB" == Reimar Bauer <r.bauer@fz-juelich.de> writes:

RB> Reimar Bauer wrote:
>>
>> Hi,
>>
>> I hope someone on this group know this problem and is able to help.
>>
>> On one of my linux system I got always a monochrome color output
>> (grey scale) by idl. All other applications do have colors.
>>
>> I have three identical machines (I believe) and only one of them
>> has this failure.

This works for me, I got it from this group, but unfortunately I
forgot who the original author was. Put the following text in a

startup file, like .idlrc and set the environment IDL_STARTUP variable
to point to that file:

setenv IDL_STARTUP ~/.idlrc

```
if !version.os_family eq 'unix' then device, true_color=24
  window, /free, /pixmap, colors=-10
  wdelete, !d.window
  device, decomposed=0, retain=2
  device, get_visual_depth=depth
  print, 'Display depth: ', depth
  print, 'Color table size: ', !d.table_size
```

Subject: Re: special linux/idl problem
Posted by Ivan Zimine on Wed, 09 May 2001 12:18:42 GMT
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Reimar Bauer wrote:
>
> AMD 1200 MHZ
> ELSA GLADIAC MX 32MB
> Settings: 24 bit
>
> OS:
> Suse7.0
>
> IDL:
> V5.4.1
>
> If I set 8bit they have colors but that's not good enough.
>

Have you tried setting to 32 bits? (xdpyinfo will still report depth=24)
This is what solved my problem with b/w icons in netscape.

--
Ivan Zimine | ivan.zimine@physics.unige.ch
Dpt. of Radiology | (+41 22) 372 70 70
Geneva University Hospitals |

Subject: Re: special linux/idl problem
Posted by R.Bauer on Wed, 09 May 2001 13:33:04 GMT
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Carsten Dominik wrote:
>
>>>> >> "RB" == Reimar Bauer <r.bauer@fz-juelich.de> writes:
>
> RB> Reimar Bauer wrote:
>>>
>>> Hi,
>>>
>>> I hope someone on this group know this problem and is able to help.
>>>
>>> On one of my linux system I got always a monochrome color output
>>> (grey scale) by idl. All other applications do have colors.
>>>
>>> I have three identical machines (I believe) and only one of them
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>
> This works for me, I got it from this group, but unfortunately I
> forgot who the original author was. Put the following text in a
> startup file, like .idlrc and set the environment IDL_STARTUP variable
> to point to that file:
>
> setenv IDL_STARTUP ~/.idlrc
>
> if !version.os_family eq 'unix' then device, true_color=24
> window, /free, /pixmap, colors=-10
> wdelete, !d.window
> device, decomposed=0, retain=2
> device, get_visual_depth=depth
> print, 'Display depth: ', depth
> print, 'Color table size: ', !d.table_size

GREAT !!!!

This works,

regards
Reimar

--
Reimar Bauer

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http://www.fz-juelich.de/icg/icg1/

==========
a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.h tml

http://www.fz-juelich.de/zb/text/publikation/juel3786.html

Subject: Re: special linux/idl problem
Posted by R.Bauer on Wed, 09 May 2001 13:33:33 GMT
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Ivan Zimine wrote:
>
> Reimar Bauer wrote:
>>
>> AMD 1200 MHZ
>> ELSA GLADIAC MX 32MB
>> Settings: 24 bit
>>
>> OS:
>> Suse7.0
>>
>> IDL:
>> V5.4.1
>>
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>>
>
> Have you tried setting to 32 bits? (xdpyinfo will still report depth=24)
> This is what solved my problem with b/w icons in netscape.
>
> --
> Ivan Zimine | ivan.zimine@physics.unige.ch
> Dpt. of Radiology | (+41 22) 372 70 70
> Geneva University Hospitals |

It was not possible to configure 32Bit.

Reimar

--
Reimar Bauer

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http://www.fz-juelich.de/icg/icg1/

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Subject: Re: special linux/idl problem
Posted by Liam E. Gumley on Thu, 10 May 2001 14:41:32 GMT
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Carsten Dominik wrote:
>
>>>> >> "RB" == Reimar Bauer <r.bauer@fz-juelich.de> writes:
>
> RB> Reimar Bauer wrote:
>>>
>>> Hi,
>>>
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>>>
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>>> (grey scale) by idl. All other applications do have colors.
>>>
>>> I have three identical machines (I believe) and only one of them
>>> has this failure.
>
> This works for me, I got it from this group, but unfortunately I
> forgot who the original author was. Put the following text in a
> startup file, like .idlrc and set the environment IDL_STARTUP variable
> to point to that file:
>
> setenv IDL_STARTUP ~/.idlrc
>
> if !version.os_family eq 'unix' then device, true_color=24
> window, /free, /pixmap, colors=-10
> wdelete, !d.window
> device, decomposed=0, retain=2
> device, get_visual_depth=depth
> print, 'Display depth: ', depth
> print, 'Color table size: ', !d.table_size

The startup file shown is the one I use routinely on all my IDL
platforms. If you want to use 8-bit display mode on a UNIX box, the
first line becomes

if !version.os_family eq 'unix' then device, pseudo_color=8

Cheers,
Liam.
http://cimss.ssec.wisc.edu/~gumley/

Subject: Re: special linux/idl problem
Posted by R.Bauer on Thu, 10 May 2001 17:34:14 GMT
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"Liam E. Gumley" wrote:
>
> Carsten Dominik wrote:
>>
>>>>> >>> "RB" == Reimar Bauer <r.bauer@fz-juelich.de> writes:
>>
>> RB> Reimar Bauer wrote:
>>>>
>>>> Hi,
>>>>
>>>> I hope someone on this group know this problem and is able to help.
>>>>
>>>> On one of my linux system I got always a monochrome color output
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>> startup file, like .idlrc and set the environment IDL_STARTUP variable
>> to point to that file:
>>
>> setenv IDL_STARTUP ~/.idlrc
>>
>> if !version.os_family eq 'unix' then device, true_color=24
>> window, /free, /pixmap, colors=-10
>> wdelete, !d.window
>> device, decomposed=0, retain=2
>> device, get_visual_depth=depth
>> print, 'Display depth: ', depth
>> print, 'Color table size: ', !d.table_size
>
> The startup file shown is the one I use routinely on all my IDL
> platforms. If you want to use 8-bit display mode on a UNIX box, the
> first line becomes
>
> if !version.os_family eq 'unix' then device, pseudo_color=8

I have used this line before in my startup and on most of our unix/linux
systems this has defined the colors.

But in five new systems I am using the Elsa Gladiac MX Card it doesn't.
It may be a failure in the graphics driver or by the card.
I got always the greyscale colortable if I choose 24bit for colors.
There was no difference by setting device,decomposed to 0 or 1.

three machines are AMDs two are Intel.

the command device, true_color=24 fixed this problem.

The window command I have already used too.

Many thanks for this hint. This saved me money and time to exchange the
card
to an ATI card.

regards

Reimar

>
> Cheers,
> Liam.
> http://cimss.ssec.wisc.edu/~gumley/

--
Reimar Bauer

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http://www.fz-juelich.de/zb/text/publikation/juel3786.html

Subject: Re: special linux/idl problem
Posted by Carsten Dominik on Fri, 11 May 2001 07:38:09 GMT
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>>>> > "LEG" == Liam E Gumley <Liam.Gumley@ssec.wisc.edu> writes:

LEG> The startup file shown is the one I use routinely on all my IDL
LEG> platforms.

So this was from you, Liam. Sorry that I forgot. Thanks.

- Carsten