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Subject: 24 bit display problems

Posted by [Mike Flygar](#) on Thu, 27 Jun 2002 14:23:14 GMT

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I am working on a pv-wave 7.0 application in a Solaris 2.7 environment.

Everything was working OK until the powers-that-be decided to switch the workstations fro 8-bit to 24-bit color, and then all my windows came up blank. After much grief, I worked around that by bypassing the old translation table and hard coding pixel values for each color (ie. 0x00ff00), which was not a big deal since my app only plans on using 12 colors, but since then, I've been getting reports of very unusual behaviour. I've heard of my pv-wave app bleeding through other applications, plot data appearing outside of the window, and other oddities that can't be explained through my code. I did find some notes that mentioned problems with older Sun graphics cards in Solaris 2.6 and pv-wave 24-bit displays, but I have no idea if that is still a problem with 2.7, or if this is what was meant. I am looking to get my employer to upgrade the version of pv-wave, but at this point in the project I am skeptical. Any advice?

Mike Flygar

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