
Subject: Redhat 7.2/IDL 5.5a oddity (long)
Posted by [Bruce Bowler](#) on Thu, 18 Jul 2002 17:47:34 GMT
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Pardon the ignorant question, but ever since upgrading to RH7.2 and IDL5.5 (and subsequently 5.5a), whenever I fire up IDL, I get the following message...

Warning: Cannot find Visual of class PseudoColor for display :0.0

help,/device shows

IDL> help,/device

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Current graphics device: X

% Unsupported X Windows visual (class: PseudoColor, depth: 8).

Substituting default (class: TrueColor, Depth: 24).

Server: X11.0, The XFree86 Project, Inc, Release 40100000

Display Depth, Size: 24 bits, (1280,1024)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Private, 16777216 colors. Translation table: Enabled

Graphics pixels: Decomposed, Dither Method: Ordered

Write Mask: 16777215 (decimal) fffff (hex)

Graphics Function: 3 (copy)

Current Font: <default>, Current TrueType Font: <default>

Default Backing Store: Pixmap.

and xdpinfo tells me

[bcb@modis X11]\$ xdpinfo

name of display: :0.0

version number: 11.0

vendor string: The XFree86 Project, Inc

vendor release number: 40100000

XFree86 version: 4.1.0

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: 7

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
depth 32, bits_per_pixel 32, scanline_pad 32
keycode range: minimum 8, maximum 255
focus: window 0x2400012, revert to Parent
number of extensions: 26

BIG-REQUESTS
DOUBLE-BUFFER
DPMS
Extended-Visual-Information
FontCache
GLX
LBX
MIT-SCREEN-SAVER
MIT-SHM
MIT-SUNDRY-NONSTANDARD
NVIDIA-GLX
RENDER
SECURITY
SHAPE
SYNC
TOG-CUP
XC-APPGROUP
XC-MISC
XFree86-Bigfont
XFree86-DGA
XFree86-Misc
XFree86-VidModeExtension
XInputExtension
XKEYBOARD
XTEST
XVideo

default screen number: 0
number of screens: 1

screen #0:

dimensions: 1280x1024 pixels (374x271 millimeters)
resolution: 87x96 dots per inch
depths (7): 24, 1, 4, 8, 15, 16, 32
root window id: 0x2d
depth of root window: 24 planes
number of colormaps: minimum 1, maximum 1
default colormap: 0x20
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: 0x5a20bd
KeyPressMask ButtonPressMask ButtonReleaseMask

EnterWindowMask LeaveWindowMask PointerMotionHintMask
ButtonMotionMask StructureNotifyMask SubstructureNotifyMask
SubstructureRedirectMask PropertyChangeMask

number of visuals: 2

default visual id: 0x21

visual:

visual id: 0x21

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: 0x22

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

my idl_startup file only mucks around with !path. What do I need to do
to get IDL to stop looking for an PseudoColor visual?

Bruce

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Bruce Bowler | We at Chrysler borrow money the old-fashioned way.

1.207.633.9600 | We pay it back. - Lee Iacocca

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