
Subject: Student Edition & Object Graphics

Posted by [Randall Skelton](#) on Wed, 21 Jan 2004 14:28:22 GMT

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Greetings all,

I've largely moved away from using IDL for anything other than graphics, hence my absence from the group for a while... Nevertheless, I purchased the student edition of IDL just before Christmas so I can plot the final figures for my thesis but it seems I cannot run any object graphics code? I am running IDL 5.6, 6.0 and 5.6se under OS X (10.3) with Apple X11 and code that works fine running the either 5.6 or 6.0 (full version) but fails to work with the student edition? Even the RSI object example code fails after each object window is drawn!!

cinqueterre [1:50pm] skelton [~] idl

IDL Student Edition 5.6, Mac OS X (darwin ppc m32). (c) 2002, Research Systems, Inc.

Installation number: 001.

Licensed for use by: IDL Student Version

IDL> test_surface

% Compiled module: TEST_SURFACE.

% Compiled module: DIST.

% X windows protocol error: BadMatch (invalid parameter attributes).

% X windows protocol error: BadWindow (invalid Window parameter).

Sadly, this looks rather similar to the IDL 6.0 object graphics under unix VM bug I've encountered.

IDL> help, /device

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

Current graphics device: X

Server: X11.0, The XFree86 Project, Inc, Release 40300000

Display Depth, Size: 24 bits, (1280,854)

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) ffffff (hex)

Graphics Function: 3 (copy)

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

Default Backing Store: Req from Server.

As always, direct graphics works fine. Does anyone have any ideas how to get around this?

Cheers,

Randall

Subject: Re: Student Edition & Object Graphics
Posted by [profxtjb](#) on Tue, 27 Jan 2004 01:14:00 GMT
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Randall Skelton <rhskeltonatatmoxacuk@nospam.org> wrote in message news:<Pine.LNX.4.44.0401211417120.18555-100000@moriarty.atm.ox.ac.uk>...
> Greetings all,
>
> I've largely moved away from using IDL for anything other than graphics,

Regarding the issue here with Randall's question:
There is a discussion going on in the mac-x11 news group about IDL graphics and X11 backing store. You can look through its archive at <http://www.lists.apple.com/mailman/listinfo/x11-users>

A slice of the discussion:

--

We've gotten a bug report for CodeTek VirtualDesktop Pro 3.0 and X11, and I actually noticed that it was a general problem with the use of backing store for a window and X11.app. We have customers that use IDL, which requires a backing store for some of its plotting windows, and when those windows are unmapped and then remapped, the window will come back completely black. Because we unmap & remap windows when you change virtual desktops, this problem occurs quite often, BUT if you minimize the window and then unminimize it (which I assume will also unmap & remap the window, respectively) the same problem occurs. Therefore, I wonder:

- 1) Is XFree86/X11.app not handling backing store properly or
- 2) Is there some X function/notification that I need to send to have these windows restored properly?

When I use `xdpyinfo`, I notice that it says that the backing store is turned off by default in X11. Research in the archives of the mailing list shows that you can't turn it on via config because there is no config file for rootless X servers. I tried setting the `.xserverrc` file to have:

```
X -quartz -nolisten tcp +bs
```

but that was apparently ignored. Other posts seemed to imply that backing store was on, or that X11.app was using a backing store for all windows regardless. Is there any way to turn on the backing store for the X server, or otherwise get these windows to map back in with their contents and X11.app?

Subject: Re: Student Edition & Object Graphics
Posted by [Kenneth P. Bowman](#) on Tue, 27 Jan 2004 04:20:59 GMT
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In article <52e94d00.0401261714.be7eb7@posting.google.com>, profxtjb@earthlink.net (Thomas Brueckner) wrote:

> There is a discussion going on in the mac-x11 news group about IDL
> graphics and X11 backing store. You can look through its archive at
> <http://www.lists.apple.com/mailman/listinfo/x11-users>

I run IDL under OS X. I have IDL provide backing store by putting

DEVICE, RETAIN = 2

in my startup.pro.

Sorry, I don't know how to force X11 to provide backing store.

Ken Bowman
