Subject: Re: Problem using palette with image texture map
Posted by David Fanning on Wed, 23 Mar 2005 19:57:02 GMT

jargoogle@explore4life.com writes:

> I'm having problems with an application I developed on a windows
> system and am now trying to make work via an x-window terminal. I make
> use of texture mapping to display an image with a polygon. On windows,
> the image displays appropriately. On an x-terminal, the polygon is
> filled with flat gray.

I think it is more likely that this is a hardware problem.
Have you tried this with software rendering turned on?
That's the first place I would look. This is *exactly*
the sort of problem you can spend weeks on, only to
learn you need to upgrade your graphics card.

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Problem using palette with image texture map
Posted by jargoogle on Wed, 23 Mar 2005 20:10:26 GMT

Thanks for the tip. Turning on software rendering did the trick.
I've got an x-terminal on a new laptop, but perhaps the ati 9700 card
is subpar.

   In the mean time, I discovered that the app runs fine for a
colleague on a sun box.

Cheers,
John.

Subject: Re: Problem using palette with image texture map
Posted by Karl Schultz on Wed, 23 Mar 2005 21:13:46 GMT

On Wed, 23 Mar 2005 12:10:26 -0800, jargoogle wrote:

>   Thanks for the tip. Turning on software rendering did the trick.
> I've got an x-terminal on a new laptop, but perhaps the ati 9700 card
> is subpar.

I think that ATI had some problems with their drivers towards the end of
2004. I know that I picked up a buggy driver about then (for a desktop).
I reverted back to the "reference" drivers and took a slight performance
hit. Then, I grabbed a driver update that came out soon after the buggy
one and all was well.

I don't know if the 9700 mobile drivers are in the same boat, but it might
be worth considering a driver update.

Karl