Subject: IDL on SGI with Reality Engine graphics
Posted by David R. Wyble on Wed, 08 Apr 1998 07:00:00 GMT
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Greetings,

I have been unable to get IDL 5.0 to display a graphical window on my SGI system. We have been getting a lot of finger-pointing from both RSI and SGI - neither seem to know what the problem is, but both are convinced it is the other guy. Some details:

> Onyx,MIPS 4400, Reality Engine graphics
> IRIX 6.2, with all recommended patches installed
> IDL 5.0

I can run the usual command line form of IDL. However, when I launch a window, such as with plot, IDL crashes with an error:

> Assertion failed: red_scale<=255.0, file context.c, line 860
> Abort

Nothing is left in /var/adm/SYSLOG.

When I run IDL remotely from this same machine, everything works fine, including graphical windows. It sounds like a problem with the X-server on the local machine, but nobody can uncover the underlying cause, or suggest any course of action.

Has anyone out there run IDL with this type of configuration?

Thanks for your help,

-Dave

Dave Wyble
RIT/Munsell Color Science Lab
wyble@cis.rit.edu

Subject: Re: IDL on SGI with Reality Engine graphics
Posted by David R. Wyble on Tue, 21 Apr 1998 07:00:00 GMT
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I posted a request for help a few weeks back regarding a display problem on my Onyx Reality Engine. RSI engineer Randy frank responded with the solution shown below. Thanks Randy (and several others out there who also gave me the correct answer).

On 4/8/98 10:58 AM, Randy Frank (rfrank@rsinc.com) wrote:

> This is a known bug in IDL 5.0.x and it has been fixed in IDL 5.1.
> Basically, the problem is the X server visuals on you Reality Engine.
> IDL cannot handle visuals of greater than 8 bits per component, and the
> RE exports a visual with (as I remember) 10 bits per component.
> Combine this with the fact that IDL attempts to get the deepest visual
> posible. The message you are getting is from the Object Graphics
> softare rendering engine realizing too late that it got the wrong
> visual. Fortunately there is a work around. Set the environmental
> variable: MESA_RGB_VISUAL to "TrueColor 24".
>
> setenv MESA_RGB_VISUAL "TrueColor 24"
>
> before running IDL. This forces IDL to use the 24 bit truecolor visual >instead of the 30 bit one it uses by default.
>
> Give this a try and let me know if it works for you.
> --
>
> rjf.
> Randy Frank, Software Engineer | (303) 786-9900
> Research Systems Inc. | 2995 Wilderness Place
> rfrank@rsinc.com | Boulder, CO 80301

Dave Wyble
Munsell Color Science Laboratory
Chester F. Carlson Center for Imaging Science
Rochester Institute of Technology

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