
Subject: Re: 32 bit crashes IDL

Posted by [Kevin Ivory](#) on Fri, 20 Nov 1998 08:00:00 GMT

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J.D. Smith wrote:

> With all this talk of 24 bit color of late, I thought I'd restart my
> Linux XFree86 X server under 32bpp and play around. Well, to my
> surprise, any time IDL attempts to connect to the server, it crashes
> with a seg fault. And not for any specific connection either.
> help,/DEVICE
> crashes it. It just cannot connect. I am using the XFCom_3DLabs
> server, which supports a single visual at 32bpp -- TrueColor.
>
> Has anyone else seen this behaviour. I tried removing all possibly
> offending statements from my X defaults (Idl.Colors, for instance), but
> to no avail. Any ideas?

No ideas, but mine works well. I have XFCom_Matrox Version 2.2 and called
opened a 32 bit session with: (alias X=Xwrapper)

pivory:~>X -query localhost -bpp 32 :1

xdpyinfo shows that I really got 32 bit: (selected lines)

supported pixmap formats:

depth 1, bits_per_pixel 1, scanline_pad 32

depth 24, bits_per_pixel 32, scanline_pad 32

visual:

visual id: 0x22

class: TrueColor

depth: 24 planes

IDL works as well: (selected lines)

IDL Version 5.1.1 (linux x86). Research Systems, Inc.

Date: Fri Nov 20 17:36:23 1998, colors: 16777216, tablesize: 256

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 3320

Display Depth, Size: 24 bits, (1152,864)

Visual Class: TrueColor (4)

It might be a problem with the XFCom_3DLabs server, but you want to
check with any of my configuration files, I will be pleased to send
them.

Best regards,

Kevin

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