Subject: Unsupported X Windows visual
Posted by Harald von der Osten- on Thu, 11 Feb 1999 08:00:00 GMT
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Hi all,

I have upgraded my OS to Linux 2.0.36 with window manager KDE. As soon
as graphical routines are called within IDL I get the error message

% Unsupported X Windows visual (class: StaticGray, depth:0)
% Substituting default (class: <UndefinedVisual>, Depth:0)

How can I handle this in IDL settings?

Thank you very very much for any hints.

Harald

Subject: Re: Unsupported X Windows visual
Posted by Mike Corcoran on Fri, 19 Feb 1999 08:00:00 GMT
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Hi Harald,

could you tell me how you did this fix, exactly? I've been getting this
error

> % Unsupported X Windows visual (class: StaticGray, depth:0)
> % Substituting default (class: <UndefinedVisual>, Depth:0)

too (though I get it when I try to remote display to a mac running the
MachTen X-server and KDE)

thanks

Mike

Harald von der Osten-Woldenburg wrote:
>
> Dear Liam,
>
> thank you once again. With
>
> device, pseudo=8
>
> I got the same effects. But now it was able to fix the problem: I switched

> the X server to 32 Mio colors and now everything works fine.
>
> Thank you very much for your help!!
>
> Harald

--

****
Dr. Michael F. Corcoran
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Code 660.2
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LHEAVX::CORCORAN
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****

Subject: Re: Unsupported X Windows visual
Posted by Harald von der Osten- on Sun, 21 Feb 1999 08:00:00 GMT
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Hallo Mike,

I had exactly the same error messages. With Liams startup-file I got similar messages ("Substituting default (class: <UndefinedVisual>, Depth: 16)", but was able to do some (...strange...) graphics.

Finally I have been able to fix it with setting the X-Windows (desktop-)variable to 32 bit (32 bpp). I am working with SuSe Linux 6.0 and did this settings with the
program "SaX" and using the xsvga-server. (My graphics card is STB nVidia TNT 16

MB).

I hope that these short informations can help you to fix the problem.

Good luck,
Harald

Subject: Re: unsupported X Window
Posted by Martin Schultz on Tue, 22 Jun 1999 07:00:00 GMT
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Ramin Sina wrote:
>
> % Unsupported X Windows visual (class: StaticGray, depth: 0).
>   Substituting default (class: <UndefinedVisual>, Depth: 0).
> % Execution halted at: $MAIN$
>

You are probably working with 32 bits colordepth which is not supported
by IDL. There have been a couple of postings recently about this, check
www.deja.com for more information. If you set your X server to 8 bpp
(e.g. startx -- -bpp 8) IDL should work fine. Better of course is 24
bpp, but there are other programs that cause trouble in this mode, and
for my graphics card (Permedia II) it didn't work.

Liam Gumley has written a tool to set the correct display parameters. I
hope he doesn't mind if I attach it here. Make sure you start with no
startup file, then call colorset at the beginning of your session. Then
call colors which defines a few drawing colors. Then try
  plot,findgen(10),color=1
and you should get a magenta line.
(didn't work for me unfortunately)

Martin.

--

 ||||||||||||||\\\\\\\\\\\\\\----------////////////// //||||||||||||||
Martin Schultz, DEAS, Harvard University, 29 Oxford St., Pierce 109,
Cambridge, MA 02138   phone (617) 496 8318   fax (617) 495 4551
e-mail mgs@io.harvard.edu   web http://www-as/people/staff/mgs/
PRO COLORSET, RETAIN=RETAIN, DECOMPOSED=DECOMPOSED, QUIET=QUIET

;+
; NAME:
;   COLORSET
;
; PURPOSE:
;   Select true color (24 bit) if available, or pseudo color (8 bit) visual
;   consistently on X, Windows, and Macintosh.
;
; CATEGORY:
;   Startup utilities.
;
; CALLING SEQUENCE:
;   COLORSET
;
; INPUTS:

```
;    None
;
; OPTIONAL INPUTS:
;    None
;
; KEYWORD PARAMETERS:
;    RETAIN       Specifies the default method used
;                 for backing store when creating new windows.
;                 0 => No backing store
;                 1 => Server or window system performs backing store
;                 2 => Make IDL perform backing store (DEFAULT)
;    DECOMPOSED   Specifies the the way in which graphics
;                 color index values are interpreted when using displays with
;                 decomposed color (TrueColor or DirectColor visuals).
;                 0 = > Color indices given by single 8 bit values (DEFAULT)
;                 1 = > Color indices given by three 8 bit values
;    QUIET        If set, no color information is printed
;                 (default is to print the color table size, and number of colors)
;
; OUTPUTS:
;    None
;
; OPTIONAL OUTPUTS:
;    None
;
; COMMON BLOCKS:
;    None
;
; SIDE EFFECTS:
;    This routine changes the IDL visual for the rest of the IDL session.
;
; RESTRICTIONS:
;    Only affects X, WIN, and MAC displays.
;    Only has an effect if run before any windows have been
;    created, and if no DEVICE commands have been executed.
;
; EXAMPLE:
; ;Execute the following command immediately after IDL startup.
; colorset
;
; MODIFICATION HISTORY:
;    Written by: Liam.Gumley@ssec.wisc.edu
;-

rcs_id = "$Id: colorset.pro,v 1.2 1999/04/20 15:04:29 gumley Exp $"

;- Check keyword values
```

```
if n_elements( retain ) ne 1 then retain = 2
if n_elements( decomposed ) ne 1 then decomposed = 0

;- Check keyword flags

if not keyword_set( quiet ) then quiet = 0

;- Check if a window has been created previously

if !d.window ge 0 then begin
  message, 'Window already created in this session - COLORSET may have no effect.', /continue
  message, 'To ensure COLORSET works, call it before any windows are created.', /continue
endif

;- Test for supported displays

supported = 0

case 1 of

  ;- Windows case (visual cannot be changed)

  !d.name eq 'WIN' : begin
    device, decomposed=decomposed, retain=retain
    supported = 1
  end

  ;- X and Macintosh case (will revert to 8 bit visual if 24 bit fails)

  !d.name eq 'X' or !d.name eq 'MAC' : begin
    device, true_color=24, decomposed=decomposed, retain=retain
    supported = 1
  end

  ;- Unsupported display

  else : message, 'Not supported on the ' + !d.name + ' device', /continue

endcase

;- If display supported, lock in window characteristics, and report what happened

if supported then begin

  ;- Create a window to lock in the visual type for this IDL session

  old_window = !d.window
  window, /free, /pixmap
```

```
  wdelete, !d.window
  if old_window ge 0 then wset, old_window

  ;- Report what happened

  if not quiet then begin
    print, 'Display device  : ', !d.name
    print, 'Color table size: ', strcompress( !d.table_size, /remove_all )
    print, 'Number of colors: ', strcompress( !d.n_colors, /remove_all )
    print, ''
  endif

endif

END

PRO COLORS, START=START, NAMES=NAMES, VALUES=VALUES

;+
; NAME:
;    COLORS
;
; PURPOSE:
;    Load sixteen graphics colors into the color table.
;
; CATEGORY:
;    Startup utilities.
;
; CALLING SEQUENCE:
;    COLORS
;
; INPUTS:
;    None
;
; OPTIONAL INPUTS:
;    None
;
; KEYWORD PARAMETERS:
;     START     Start index in the color table where the graphics
;               colors will be loaded (default = 0).
;     NAMES     If set to a named variable, returns an array of color names.
;     VALUES    If set to a named variable, returns an array of color index values.
;
; OUTPUTS:
;    None
;
; OPTIONAL OUTPUTS:
;    None
```

```
;
; COMMON BLOCKS:
;    None
;
; SIDE EFFECTS:
;    This routine modifies the color table.
;
; RESTRICTIONS:
;    None
;
; EXAMPLE:
; ; Display a greyscale image with color text overlaid.
; device, decomposed=0
; window, /free, xs = 500, ys = 500
; colors, names=names
; bottom = 16B
; ncolors = !d.table_size - bottom
; loadct, 0, bottom=bottom, ncolors=ncolors
; tv, bytscl( dist(256), top=ncolors-1 ) + bottom
; for i=1,8 do xyouts, 30*i, 30*i, names[i], /device, charsize=1.5, color=i
;
; MODIFICATION HISTORY:
;    Written by: Liam.Gumley@ssec.wisc.edu
;
; NOTES:
;     The color table assignments are as follows
;   Entry   Color
;   -----   -----
;      0 => Black
;      1 => Magenta
;      2 => Cyan
;      3 => Yellow
;      4 => Green
;      5 => Red
;      6 => Blue
;      7 => White
;      8 => Navy
;      9 => Gold
;     10 => Pink
;     11 => Aquamarine
;     12 => Orchid
;     13 => Gray
;     14 => Sky
;     15 => Beige
;-

rcs_id = "$Id: colors.pro,v 1.2 1999/04/20 15:14:45 gumley Exp $"
```

```
;- Check keyword values

if n_elements( start ) ne 1 then start = 0

;- Load graphics colors (derived from McIDAS)

r = [0,255,0,255,0,255,0,255,0,255,255,112,219,127,0,255]
g = [0,0,255,255,255,0,0,255,0,187,127,219,112,127,163,171]
b = [0,255,255,0,0,0,255,255,115,0,127,147,219,127,255,127]
tvlct, r, g, b, start

;- Set return keywords

names = [ $
  'Black', 'Magenta', 'Cyan', 'Yellow', 'Green', 'Red', 'Blue', 'White', $
  'Navy', 'Gold', 'Pink', 'Aquamarine', 'Orchid', 'Gray', 'Sky', 'Beige' ]
values = byte( indgen( 16 ) + start )

END
```

File Attachments

1) colorset.pro, downloaded 160 times
2) colors.pro, downloaded 151 times

Subject: Re: unsupported X Window
Posted by Ramin Sina on Tue, 22 Jun 1999 07:00:00 GMT
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I'm sorry for the some omissions in my previous post. The error I get on the IDL Development Envoronment window is the following type:

```
IDL> num=FLTARR(10)
IDL> Print, num
      0.00000      0.00000      0.00000      0.00000      0.00000
0.00000
      0.00000      0.00000      0.00000      0.00000
IDL> num=FINDGEN(10)*10
IDL> line=SIN(num*!DTOR)
IDL> PRINT, line
      0.00000     0.173648     0.342020     0.500000     0.642788
0.766044
     0.866025     0.939693     0.984808      1.00000
IDL> PLOT, line
% Unsupported X Windows visual (class: StaticGray, depth: 0).
  Substituting default (class: <UndefinedVisual>, Depth: 0).
% Execution halted at:  $MAIN$
```

--

Ramin Sina
http://www.concentric.net/~rsina
email: rsina@concentric.net

Subject: Re: unsupported X Window
Posted by suetter on Mon, 28 Jun 1999 07:00:00 GMT
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In article <376FC0ED.89D3C8E0@io.harvard.edu>,
Martin Schultz <mgs@io.harvard.edu> writes:

> Ramin Sina wrote:
>>
>> % Unsupported X Windows visual (class: StaticGray, depth: 0).
>> Substituting default (class: <UndefinedVisual>, Depth: 0).
>> % Execution halted at: $MAIN$
>>
>
> You are probably working with 32 bits colordepth which is not supported
> by IDL.

Did this really change? I'm using IDL 4.01 in 32bit ever since...
It's true Hicolor (16bit) does not work, but 32 is fine for me.

Peter

--
~~~~~~
~~~~~~~~~~~~~~
Dr. Peter "Pit" Suetterlin http://www.astro.uu.nl/~suetter
Sterrenkundig Instituut Utrecht
Tel.: +31 (0)30 253 5225 P.Suetterlin@astro.uu.nl
_____ _____

Subject: Re: Unsupported X Windows visual
Posted by hchenh on Wed, 07 May 2003 17:43:20 GMT
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Nigel Wade <nmw@ion.le.ac.uk> wrote in message news:<b9alispar2@south.jnrs.ja.net>...
> Hannah Chenh wrote:
>
>> Hello,

>>
>> I'm getting the following message when I try to use PseudoColor depth
>> 8:
>>
>> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
>> Substituting default (class: TrueColor, Depth: 24).
>>
>> IDL 5.5 is installed on an HP-UX 11.0 machine and I'm logging from a
>> Blade 100 running solaris 8 to use IDL. The output of xdpyinfo on the
>> Blade shows that it supports 8 bits color.
>>
>> Does anyone know what is the problem?
>>
>> Thank you very much,
>>
>> Hannah
>
> Is DISPLAY definitely pointing to the Blade's display before starting IDL?
>
> If not IDL is going to try to open the HP display which may not support
> PsuedoColor.

Yes, DISPLAY is pointing to the Blade's display. I only have this problem with Blade 100 running solaris 8. Other machines (Ultra 10,30) are working fine with PsuedoColor.

Hannah

Subject: Re: Unsupported X Windows visual
Posted by Karl Schultz on Wed, 07 May 2003 21:31:44 GMT
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You might try looking at this thread on Google Groups. I found it by searching for "sun blade visual".

http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&a mp;oe=UTF-8&threadm=3b66f048 .0%40cfanews.harvard.edu&rnum=5&prev=/groups%3Fhl%3D en%26lr%3D%26ie%3DUTF-8% 26oe%3DUTF-8%26q%3Dsun%2Bblade%2Bvisual

The thread suggests that there is a patch available that solves a problem with lack of 8-bit support on some Blade machines with certain mind-boggling collections of graphics hardware. But the discussion seems to suggest that the 8-bit PseudoColor visual does show up in xdpyinfo output if the visual exists and does not show up in xdpyinfo if it is not there.

IDL throws that error message when it can't find the requested visual in the result of a XGetVisualInfo call. This leads me to believe that your server

is not really listing this visual. Perhaps you can post the output from
xdpyinfo? (This will give me some other clues)

Karl

"Hannah Chenh" <hchenh@ucsd.edu> wrote in message
news:ca36e435.0305070943.381f9f57@posting.google.com...
> Nigel Wade <nmw@ion.le.ac.uk> wrote in message
news:<b9alispar2@south.jnrs.ja.net>...
>> Hannah Chenh wrote:
>>
>>> Hello,
>>>
>>> I'm getting the following message when I try to use PseudoColor depth
>>> 8:
>>>
>>> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
>>>   Substituting default (class: TrueColor, Depth: 24).
>>>
>>> IDL 5.5 is installed on an HP-UX 11.0 machine and I'm logging from a
>>> Blade 100 running solaris 8 to use IDL. The output of xdpyinfo on the
>>> Blade shows that it supports 8 bits color.
>>>
>>> Does anyone know what is the problem?
>>>
>>> Thank you very much,
>>>
>>> Hannah
>>
>> Is DISPLAY definitely pointing to the Blade's display before starting
IDL?
>>
>> If not IDL is going to try to open the HP display which may not support
>> PsuedoColor.
>
> Yes, DISPLAY is pointing to the Blade's display. I only have this
> problem with Blade 100 running solaris 8. Other machines (Ultra
> 10,30) are working fine with PsuedoColor.
>
> Hannah

Subject: Re: Unsupported X Windows visual
Posted by hchenh on Thu, 08 May 2003 00:57:57 GMT

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"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
> The thread suggests that there is a patch available that solves a problem

The specified patch(newer version) for solaris 8 was installed on the blade 100.

> is not really listing this visual. Perhaps you can post the output from
> xdpyinfo? (This will give me some other clues)

Here is the output of xdpyinfo on the blade:

```
hostname 163% xdpyinfo
name of display:    hostname:10.0
version number:    11.0
vendor string:    Sun Microsystems, Inc.
vendor release number:    3600
maximum request size:  262140 bytes
motion buffer size:  256
bitmap unit, bit order, padding:    32, MSBFirst, 32
image byte order:    MSBFirst
number of supported pixmap formats:    3
supported pixmap formats:
    depth 1, bits_per_pixel 1, scanline_pad 32
    depth 8, bits_per_pixel 8, scanline_pad 32
    depth 24, bits_per_pixel 32, scanline_pad 32
keycode range:    minimum 8, maximum 132
focus:  window 0x1c00036, revert to PointerRoot
number of extensions:    21
    AccessX
    Adobe-DPS-Extension
    DOUBLE-BUFFER
    DPSExtension
    MIT-SCREEN-SAVER
    MIT-SHM
    MIT-SUNDRY-NONSTANDARD
    Multi-Buffering
    SHAPE
    SUN_ALLPLANES
    SUN_DGA
    SUN_OVL
    SUN_SME
    SYNC
    SolarisIA
    X3D-PEX
    XC-MISC
    XIE
    XInputDeviceEvents
    XInputExtension
    XTEST
default screen number:    0
number of screens:    1
```

```
screen #0:
  dimensions:    1280x1024 pixels (361x288 millimeters)
  resolution:    90x90 dots per inch
  depths (3):    1, 8, 24
  root window id:    0x37
  depth of root window:    8 planes
  number of colormaps:    minimum 1, maximum 5
  default colormap:    0x34
  default number of colormap cells:    256
  preallocated pixels:    black 1, white 0
  options:    backing-store YES, save-unders YES
  largest cursor:    64x64
  current input event mask:    0x78203f
    KeyPressMask            KeyReleaseMask          ButtonPressMask
    ButtonReleaseMask       EnterWindowMask         LeaveWindowMask
    ButtonMotionMask        SubstructureNotifyMask  SubstructureRedirectMask
    FocusChangeMask         PropertyChangeMask
  number of visuals:    16
  default visual id:  0x20
  visual:
    visual id:    0x20
    class:    PseudoColor
    depth:    8 planes
    available colormap entries:    256
    red, green, blue masks:    0x0, 0x0, 0x0
    significant bits in color specification:    8 bits
  visual:
    visual id:    0x21
    class:    PseudoColor
    depth:    8 planes
    available colormap entries:    256
    red, green, blue masks:    0x0, 0x0, 0x0
    significant bits in color specification:    8 bits
  visual:
    visual id:    0x22
    class:    StaticColor
    depth:    8 planes
    available colormap entries:    256
    red, green, blue masks:    0x7, 0x38, 0xc0
    significant bits in color specification:    8 bits
  visual:
    visual id:    0x23
    class:    StaticGray
    depth:    8 planes
    available colormap entries:    256
    red, green, blue masks:    0x0, 0x0, 0x0
    significant bits in color specification:    8 bits
```

```
visual:
  visual id:    0x24
  class:    GrayScale
  depth:    8 planes
  available colormap entries:    256
  red, green, blue masks:    0x0, 0x0, 0x0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x25
  class:    TrueColor
  depth:    8 planes
  available colormap entries:    8 per subfield
  red, green, blue masks:    0x7, 0x38, 0xc0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x26
  class:    DirectColor
  depth:    8 planes
  available colormap entries:    8 per subfield
  red, green, blue masks:    0x7, 0x38, 0xc0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x27
  class:    StaticGray
  depth:    8 planes
  available colormap entries:    256
  red, green, blue masks:    0x0, 0x0, 0x0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2e
  class:    PseudoColor
  depth:    8 planes
  available colormap entries:    224
  red, green, blue masks:    0x0, 0x0, 0x0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2f
  class:    PseudoColor
  depth:    8 planes
  available colormap entries:    224
  red, green, blue masks:    0x0, 0x0, 0x0
  significant bits in color specification:    8 bits
visual:
  visual id:    0x28
  class:    TrueColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
```

```
  significant bits in color specification:    8 bits
visual:
  visual id:    0x29
  class:    TrueColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2a
  class:    DirectColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2b
  class:    DirectColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2c
  class:    TrueColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
  significant bits in color specification:    8 bits
visual:
  visual id:    0x2d
  class:    TrueColor
  depth:    24 planes
  available colormap entries:    256 per subfield
  red, green, blue masks:    0xff, 0xff00, 0xff0000
  significant bits in color specification:    8 bits
```

Subject: Re: Unsupported X Windows visual
Posted by Nigel Wade on Thu, 08 May 2003 12:44:22 GMT
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Hannah Chenh wrote:

> "Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
>> The thread suggests that there is a patch available that solves a problem
>
> The specified patch(newer version) for solaris 8 was installed on the

> blade 100.
>
>> is not really listing this visual. Perhaps you can post the output from
>> xdpyinfo? (This will give me some other clues)
>
> Here is the output of xdpyinfo on the blade:
>

[dpyinfo snipped]

Do you get the same output if you run xdpyinfo on the HP machine?
You should if X is really talking to the display on the blade.

There's something definitely wrong in that the blade says the default visual
is 8bit PseudoColor yet IDL is using the default of 24bit TrueColor.

--
Nigel Wade, System Administrator, Space Plasma Physics Group,
University of Leicester, Leicester, LE1 7RH, UK
E-mail : nmw@ion.le.ac.uk
Phone : +44 (0)116 2523548, Fax : +44 (0)116 2523555

Subject: Re: Unsupported X Windows visual
Posted by Karl Schultz on Thu, 08 May 2003 16:32:46 GMT
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"Nigel Wade" <nmw@ion.le.ac.uk> wrote in message
news:b9djf6$j1l$1@south.jnrs.ja.net...
> Hannah Chenh wrote:
>
>> "Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
>>> The thread suggests that there is a patch available that solves a
problem
>>
>> The specified patch(newer version) for solaris 8 was installed on the
>> blade 100.
>>
>>> is not really listing this visual. Perhaps you can post the output from
>>> xdpyinfo? (This will give me some other clues)
>>
>> Here is the output of xdpyinfo on the blade:
>>
>
> [dpyinfo snipped]
>
> Do you get the same output if you run xdpyinfo on the HP machine?
> You should if X is really talking to the display on the blade.

The top of the xdpyinfo output suggests that the information is indeed from the Sun server. The location of the client does not (should not) matter as long as the DISPLAY variable points to the server in question.

> There's something definitely wrong in that the blade says the default visual
> is 8bit PseudoColor yet IDL is using the default of 24bit TrueColor.

From the IDL help:
How IDL Selects a Visual Class
When opening the display, IDL asks the display for the following visuals, in order, until a supported visual class is found:

1.. DirectColor, 24-bit
2.. TrueColor, 24-bit
3.. TrueColor, 16-bin (on Linux platforms only)
4.. PseudoColor, 8-bit, then 4-bit
5.. StaticColor, 8-bit, then 4-bit
6.. GrayScale, any depth
7.. StaticGray, any depth

You can override this behavior by using the DEVICE routine to specify the desired visual class and depth before you create a window. For example, if you are using a display that supports both the DirectColor, 24-bit-deep visual, and an 8-bit-deep PseudoColor visual, IDL will select the 24-bit-deep DirectColor visual. To instead use PseudoColor, issue the following command before creating a window:

DEVICE, PSEUDO_COLOR = 8
The colormap/visual class combination is chosen when IDL first connects with the X Window server. Note that if you connect with the X server by creating a window or using the DEVICE keyword to the HELP procedure, the visual class will be set; it then cannot be changed until IDL is restarted. If you wish to use a visual class other than the default, be sure to set it with a call to the DEVICE procedure before creating windows or otherwise connecting with the X Window server.

I'm not sure what's going on. IDL should have chosen the 24-bit DirectColor visual as its default, yet the error message suggests that it is TrueColor.

Hannah, what DEVICE commands are being issued? (Make sure that you check startup files, etc)

Subject: Re: Unsupported X Windows visual

Posted by hchenh on Thu, 08 May 2003 22:29:44 GMT
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> Hannah, what DEVICE commands are being issued? (Make sure that you check
> startup files, etc)

Here are the steps I used:

1. From SUN Blade terminal, login HP via SSH (IDL was installed on HP)
2. set DISPLAY to SUN's display
3. issue "xhost +" on SUN's terminal
4. start IDL
5. IDL> DEVICE,PSEUDO_COLOR=8
6. IDL> DEVICE,GET_VISUAL_DEPTH=DEPTH;PRINT,DEPTH
% Unsupported X Windows visual (class: PseudoColor, depth: 8).
Substituting default (class: TrueColor, Depth: 24).
IDL>

I got the same error if I use IDL_STARTUP file.

Subject: Re: Unsupported X Windows visual
Posted by Karl Schultz on Fri, 09 May 2003 00:18:26 GMT
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"Hannah Chenh" <hchenh@ucsd.edu> wrote in message
news:ca36e435.0305081429.57cea684@posting.google.com...
>> Hannah, what DEVICE commands are being issued? (Make sure that you
check
>> startup files, etc)
>
> Here are the steps I used:
>
> 1. From SUN Blade terminal, login HP via SSH (IDL was installed on HP)
> 2. set DISPLAY to SUN's display
> 3. issue "xhost +" on SUN's terminal
> 4. start IDL
> 5. IDL> DEVICE,PSEUDO_COLOR=8
> 6. IDL> DEVICE,GET_VISUAL_DEPTH=DEPTH;PRINT,DEPTH
> % Unsupported X Windows visual (class: PseudoColor, depth: 8).
> Substituting default (class: TrueColor, Depth: 24).
> IDL>
>
> I got the same error if I use IDL_STARTUP file.

I sat down at the console of a Sun workstation and ran the same IDL
commands. The X server had several visuals, including a 24-bit TrueColor
and an 8-bit PseudoColor. The latter was the default visual on the X

server. So, the environment is pretty similar to the one on your Blade.

I didn't get the error message and the value of depth was 8, as expected.

I then started a new IDL session and just ran the DEVICE,
GET_VISUAL_DEPTH=depth command and got a value of 24 for depth.

So, things look OK on this machine. There may be something wrong with the X server on your Blade machine. IDL is just calling XGetVisualInfo with the Screen, Class, and Depth set in the template, and is getting no visuals in the returned list. This seems broken to me.

There is only one Screen on your server, so I don't think it is Screen-related.

I don't think that SSH is the problem, because you wouldn't have gotten a Display connection if there was an SSH tunneling problem.

This code hasn't changed much in IDL over many releases, so I doubt that you have something old enough that may have had a problem in this area.

If you are a programmer, it wouldn't be hard to write a short program that opens an X connection and just calls XGetVisualInfo with the template set as I mentioned above. If the list comes back empty, then you'd have something concrete to report to Sun.

My last longshot suggestion is to try running IDL in 32-bit mode on the HP, if you were trying it in 64-bit mode. You are sending X protocol over the network, and there's a chance that there's a protocol encode/decode problem someplace.

Karl

Subject: Re: Unsupported X Windows visual
Posted by hchenh on Fri, 09 May 2003 03:01:33 GMT
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After installing the newest patch 108606-31 for solaris 8 (108606-28 was installed before) and set "m64config -depth 32", the problem is solved.

Thanks to Nigel Wade, Karl Schultz and Richard L. Hamilton.

Hannah

Subject: Re: Unsupported X Windows visual
Posted by Nigel Wade on Fri, 09 May 2003 10:29:28 GMT
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Karl Schultz wrote:

>
> "Nigel Wade" <nmw@ion.le.ac.uk> wrote in message
> news:b9djf6$j1l$1@south.jnrs.ja.net...
>> Hannah Chenh wrote:
>>
>>> "Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
>>>> The thread suggests that there is a patch available that solves a
> problem
>>>
>>> The specified patch(newer version) for solaris 8 was installed on the
>>> blade 100.
>>>
>>>> is not really listing this visual. Perhaps you can post the output
>>>> from
>>>> xdpyinfo? (This will give me some other clues)
>>>
>>> Here is the output of xdpyinfo on the blade:
>>>
>>
>> [dpyinfo snipped]
>>
>> Do you get the same output if you run xdpyinfo on the HP machine?
>> You should if X is really talking to the display on the blade.
>
> The top of the xdpyinfo output suggests that the information is indeed
> from
> the Sun server.

Of course it does - xdpyinfo was run on the Blade.

> The location of the client does not (should not) matter
> as long as the DISPLAY variable points to the server in question.
>

I know that, that was exactly my point. I want to be sure that when logged onto the HP machine the DISPLAY enviroment variable is pointing correctly back to the Blade. Providing the output of xdpyinfo *while logged onto the HP* would demonstrate that, and show what info the X server on the Blade was providing to clients.

--
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