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MacX Troubleshooting (4/93)

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TOPIC -----

This article describes technical troubleshooting information, and covers the following areas:

- MacX and the Macintosh Display Card 8•24 GC
- 32 Bit QuickDraw
- Default Colormap and Colormap Errors from Client
- Remote Command and Ultrix 4.0
- Remote Commands and Sun OS.

DISCUSSION -----

MacX and the Macintosh Display Card 8•24 GC

Use of MacX with a Display Card 8•24 GC in "millions" mode can cause crashes. This is due to a problem in which the Display Card 8•24 GC fails to properly support color cursors in the Display Card 8•24 GC software version 1.0. Since MacX only supports 8 bits per pixel (256 colors), use of the Display Card 8•24 GC in that mode is a good work-around for this problem until it can be fixed in the Display Card 8•24 GC support software. Also, due to the way MacX and the Display Card 8•24 GC work, it may be faster to use MacX with the Display Card 8•24 GC card's acceleration turned OFF.

32 Bit QuickDraw

MacX requires the presence of 32-bit QuickDraw to support one feature: the conversion of color PICTs to X11 selections. If you do install 32-bit QuickDraw on your machine (or have a machine at least as new as a Macintosh IIci), you will have this capability – MacX will offer to convert clipboard contents to color PIXMAP and COLORMAP style. If MacX can't find the 32-bit

QuickDraw features, MacX will only offer to convert to BITMAP.

Note that 32-bit QuickDraw also adds some performance enhancement and bug fixes on machines older than the Macintosh IIci. Also note that 32-bit QuickDraw is built into System 7.0 and later for all machines that support Color QuickDraw.

Default Colormap and Colormap Errors from Client

Some X11 clients ("xgif", for example) complain when attempting to display a large number of colors simultaneously on MacX color screens. This is because the clients are constructed based on the assumption that there are many free colormap cells in the default colormap. MacX always installs the standard X11 colormaps, created in a manner analogous to those created by the MIT "xstddcmap" client, for both screen #2 and screen #3. If a client attempts to allocate more than the number of colormap entries left unused by the currently-installed colormap, it gets an error. This problem sometimes causes "grainy" color picture displays (in xgif) or may cause error messages issued by some clients. The problem is caused by an invalid assumption the client is making - that it will be able to write all or nearly all of the colormap cells of the default colormap. Clients that do this should be modified so they create their own (initially empty) colormap and set the contents of that colormap instead.

Remote Command and Ultrix 4.0

Users of remote commands with Ultrix 4.0 machines may find that MacX is unable to connect and run remote commands on that system. This is due to a problem with the Ultrix 4.0 rexecd network daemon, which does not occur in older versions of Ultrix. This problem is fixed in Ultrix 4.1 and later.

Remote Commands and Sun OS

Users of remote commands with Sun workstations may find that their remote commands appear to do nothing and there is no output from the Sun workstations. This is due to a feature of the Sun rexecd network daemon which quietly disconnects from requesting machines that are not known to the Sun's network address (/etc/hosts or NIS hosts) database. To successfully use remote commands with a SunOS-based machine, there must be an entry in the network address database for the Macintosh which is running MacX.

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