
Subject: [SOLVED] OpenGL reference example X11 crash

Posted by [masu](#) on Fri, 22 Feb 2008 23:00:47 GMT

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Hi,

I compiled the OpenGL package inside the reference assembly and got a program crash under X11 compiled in debug mode and a total X server crash when compiled in release mode.

I first verified if my GL installation is working with glut examples and it works, so GL library and graphics card is not the problem.

I get the following X11 error message dialog:

X error: BadMatch (invalid parameter attributes)

resource id: 27262979 = 1A00003

and after closing this dialog, a warning one

Heap leaks detected!

I made an xwininfo run on the application window before closing the error dialog:

xwininfo: Window id: 0x1a00001 (has no name)

Absolute upper-left X: 30

Absolute upper-left Y: 56

Relative upper-left X: 6

Relative upper-left Y: 29

Width: 682

Height: 512

Depth: 24

Visual Class: TrueColor

Border width: 0

Class: InputOutput

Colormap: 0x20 (installed)

Bit Gravity State: ForgetGravity

Window Gravity State: NorthWestGravity

Backing Store State: NotUseful

Save Under State: no

Map State: IsViewable

Override Redirect State: no

Corners: +30+56 -312+56 -312-200 +30-200

-geometry 682x512+30+56

I hope somebody understands what's going on and can help me trace down the problem.

By the way, is it running under Linux ?

FreeBSD 6, 801.r105

Matthias

File Attachments

- 1) [OpenGL.2008-02-22-23-56-10.buglog](#), downloaded 403 times
 - 2) [OpenGL.log](#), downloaded 604 times
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