

VisIt - Bug # 1324: visit launcher dies without X (but -nowin given)

Status:	Pending	Priority:	Normal
Author:	Frank Löffler	Category:	
Created:	01/25/2013	Assigned to:	
Updated:	02/19/2013	Due date:	
Likelihood:	3 - Occasional		
Severity:	3 - Major Irritation		
Found in Version:	2.5.0		
OS:	Linux		
Support Group:	Any		
Subject:	visit launcher dies without X (but -nowin given)		
Description:	<p>Following the example in the documentation of LaunchNowin() I do (adding the debug option for information what actually goes wrong):</p> <pre><pre> \$ python Python 2.7.2 (default, Oct 27 2011, 01:40:22) [GCC 4.6.1 20111003 (Red Hat 4.6.1-10)] on linux2 Type "help", "copyright", "credits" or "license" for more information. >>> import visit >>> visit.AddArgument("-geometry") >>> visit.AddArgument("1024x1024") >>> visit.AddArgument("-debug") >>> visit.AddArgument("5") >>> visit.LaunchNowin() Running: viewer2.5.0 -host 127.0.0.1 -port 5600 -noint -geometry 1024x1024 -debug 5 -nowin xdpyinfo: unable to open display "". Error: unable to open display Traceback (most recent call last): File "<stdin>", line 1, in <module> visit.VisitException: Visit's viewer has terminated abnormally! </pre></pre> <p>Note that I indeed don't have DISPLAY set, as this is (intentionally) remotely, using "ssh -x". This is intentional because eventually this should run in the background without DISPLAY as well.</p> <p>If I try the same with correct DISPLAY set this succeeds. Actually doing something however is very slow, as this is a slow, remote connection and visit seems to be using the local (local to me) DISPLAY for something.</p> <p>What I would expect instead is that visit doesn't touch DISPLAY if -nowin is given. No window should be created (and none is, if DISPLAY is set). This would enable remote/background renderings.</p>		

History

02/19/2013 04:11 pm - Eric Brugger

- Status changed from New to Pending

- Target version set to 2.7

- Likelihood changed from 5 - Always to 3 - Occasional

This is actually the intentional behavior, not because it is the best behavior but it is the best we can manage. We were having problems on some Linux systems (Ubuntu in particular), where the use of mangled mesa caused a conflict with the OpenGL driver causing a crash. We resolved the problem by not using mangled mesa on serial builds to avoid the problem. Unfortunately this means you can't do rendering without X. For VisIt 2.7, we will go with a different solution that will use an unmangled mesa for off-screen rendering and this will be fixed.

I also changed the likelihood to Occasional since the likelihood is the likelihood a user will run into the problem, not how reproducible it is. So the likelihood of a user running VisIt without a display is occasional (it may even be rare).