

QGIS Application - Bug report #10592

X Errors in 2.3.0-Master

2014-06-15 08:37 AM - Gregory Lewis-Paley

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	GUI	
Affected QGIS version:	2.2.0	Regression?: No
Operating System:		Easy fix?: No
Pull Request or Patch supplied:		Resolution: not reproducible
Crashes QGIS or corrupts data:		Copied to github as #: 18997
Description		
I'm running a rather large Xinerama setup (1920x1080x3 in screen0, 2048x1536 x2 in screen1 and 2048x1536 in screen2 all Xineramaed together) In QGIS 2.3.0-Master from the http://qgis.org/debian-nightly repository (and QT 4.8.6) on 14.04 Trusty using Awesome WM 3.4.15-1, I get X Errors like: Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d0c Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d13 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d1a Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d21 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d28 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d2f Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d36 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d45 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1201d4c Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1200092 Warning: X Error: BadDrawable (invalid Pixmap or Window parameter) 9 Major opcode: 62 (X_CopyArea) Resource id: 0x1200092		

If I try to expand QGIS to fill the full screen available with the 2048x1536 x4 screens, I get errors like those and the QGIS window stops redrawing. The best way to trick it into generating those errors is to drag it to the top of the screen and keep expanding it until it crashes.

Here is my xorg.conf to describe my setup. It doesn't matter if the 2048x1536 monitors are rotated, those errors are still generated.:

```
# nvidia-settings: X configuration file generated by nvidia-settings
# nvidia-settings: version 331.20 (build@roseapple) Mon Feb  3 15:07:22 UTC 2014
```

Section "ServerLayout"

```
Identifier    "Layout0"
Screen      0 "Screen0" 0 818
Screen      1 "Screen1" 3240 0
Screen      2 "Screen2" 3240 1536
InputDevice  "Keyboard0" "CoreKeyboard"
InputDevice  "Mouse0" "CorePointer"
Option       "Xinerama" "1"
EndSection
```

Section "Files"

EndSection

Section "InputDevice"

```
# generated from default
Identifier    "Mouse0"
Driver        "mouse"
Option        "Protocol" "auto"
Option        "Device"   "/dev/psaux"
Option        "Emulate3Buttons" "no"
Option        "ZAxisMapping" "4 5"
EndSection
```

Section "InputDevice"

```
# generated from default
Identifier    "Keyboard0"
Driver        "kbd"
EndSection
```

Section "Monitor"

```
# HorizSync source: edid, VertRefresh source: edid
Identifier    "Monitor0"
VendorName    "Unknown"
ModelName     "Ancor Communications Inc VW246"
HorizSync     31.0 - 83.0
VertRefresh   56.0 - 76.0
Option        "DPMS"
EndSection
```

Section "Monitor"

```
# HorizSync source: edid, VertRefresh source: edid
Identifier    "Monitor1"
VendorName    "Unknown"
ModelName     "Apple Color LCD"
```

HorizSync 30.0 - 92.9
VertRefresh 60.0
Option "DPMS"
EndSection

Section "Monitor"

HorizSync source: edid, VertRefresh source: edid
Identifier "Monitor2"
VendorName "Unknown"
ModelName "Apple Color LCD"
HorizSync 30.0 - 92.9
VertRefresh 60.0
Option "DPMS"
EndSection

Section "Device"

Identifier "Device0"
Driver "nvidia"
VendorName "NVIDIA Corporation"
BoardName "GeForce GTX 650 Ti"
BusID "PCI:1:0:0"
EndSection

Section "Device"

Identifier "Device1"
Driver "nvidia"
VendorName "NVIDIA Corporation"
BoardName "Quadro NVS 420"
BusID "PCI:4:0:0"
EndSection

Section "Device"

Identifier "Device2"
Driver "nvidia"
VendorName "NVIDIA Corporation"
BoardName "Quadro NVS 420"
BusID "PCI:5:0:0"
EndSection

Section "Screen"

Identifier "Screen0"
Device "Device0"
Monitor "Monitor0"
DefaultDepth 24
Option "Stereo" "0"
Option "metamodes" "DVI-I-1: nvidia-auto-select +1080+0 {rotation=right}, HDMI-0: nvidia-auto-select +0+0 {rotation=left}, DVI-D-0: nvidia-auto-select +2160+0 {rotation=right}; DVI-I-1: nvidia-auto-select +0+0 {rotation=right}; DVI-I-1: 1680x1050 +0+0 {rotation=right}; DVI-I-1: 1600x1200 +0+0 {rotation=right}; DVI-I-1: 1440x900 +0+0 {rotation=right}; DVI-I-1: 1280x1024 +0+0 {rotation=right}; DVI-I-1: 1280x1024_60 +0+0 {rotation=right}; DVI-I-1: 1280x960 +0+0 {rotation=right}; DVI-I-1: 1152x864 +0+0 {rotation=right}; DVI-I-1: 1024x768 +0+0 {rotation=right}; DVI-I-1: 1024x768_70 +0+0 {rotation=right}; DVI-I-1: 1024x768_60 +0+0 {rotation=right}; DVI-I-1: 800x600 +0+0 {rotation=right}; DVI-I-1: 800x600_72 +0+0 {rotation=right}; DVI-I-1: 800x600_60 +0+0 {rotation=right}; DVI-I-1: 800x600_56 +0+0 {rotation=right}; DVI-I-1: 640x480 +0+0 {rotation=right}; DVI-I-1: 640x480_72 +0+0 {rotation=right}";
EndSection

```

Option      "SLI" "Off"
Option      "MultiGPU" "Off"
Option      "BaseMosaic" "off"
SubSection  "Display"
    Depth    24
EndSubSection
EndSection

Section "Screen"
    Identifier  "Screen1"
    Device      "Device1"
    Monitor     "Monitor1"
    DefaultDepth 24
    Option      "Stereo" "0"
    Option      "metamodes" "DP-2: nvidia-auto-select +2048+0, DP-3: nvidia-auto-select +0+0; DP-2: nvidia-auto-select +0+0;
DP-2: nvidia-auto-select @1600x1024 +0+0 {viewportin=1280x1024, viewportout=1920x1536+64+0}; DP-2: nvidia-auto-select
@1365x768 +0+0 {viewportin=1024x768}; DP-2: nvidia-auto-select @1067x600 +0+0 {viewportin=800x600}; DP-2:
nvidia-auto-select @853x480 +0+0 {viewportin=640x480}; DP-2: nvidia-auto-select +0+0 {viewportout=2048x1152+0+192}"
    Option      "SLI" "Off"
    Option      "MultiGPU" "Off"
    Option      "BaseMosaic" "off"
    SubSection  "Display"
        Depth    24
    EndSubSection
EndSection

Section "Screen"
    Identifier  "Screen2"
    Device      "Device2"
    Monitor     "Monitor2"
    DefaultDepth 24
    Option      "Stereo" "0"
    Option      "metamodes" "DP-2: nvidia-auto-select +0+0, DP-3: nvidia-auto-select +2048+0; DP-2: nvidia-auto-select +0+0;
DP-2: nvidia-auto-select @1600x1024 +0+0 {viewportin=1280x1024, viewportout=1920x1536+64+0}; DP-2: nvidia-auto-select
@1365x768 +0+0 {viewportin=1024x768}; DP-2: nvidia-auto-select @1067x600 +0+0 {viewportin=800x600}; DP-2:
nvidia-auto-select @853x480 +0+0 {viewportin=640x480}; DP-2: nvidia-auto-select +0+0 {viewportout=2048x1152+0+192}"
    Option      "SLI" "Off"
    Option      "MultiGPU" "Off"
    Option      "BaseMosaic" "off"
    SubSection  "Display"
        Depth    24
    EndSubSection
EndSection

Section "Extensions"
    Option      "Composite" "Disable"
EndSection

```

Near as I can tell, this is the only application that I use which generates this error.

History

#1 - 2014-06-15 08:49 AM - Gregory Lewis-Paley
- *File xorg.conf added*

#2 - 2014-06-15 08:52 AM - Gregory Lewis-Paley

I played around with it further, on the 2048x1536 monitors, if I resize past square (so about 3072x3072), that's when I get those X Errors.

#3 - 2014-06-21 06:33 AM - Jürgen Fischer
- *Tag set to X11*
- *Category set to GUI*

#4 - 2016-10-10 04:36 PM - Nyal Dawson
- *Status changed from Open to Feedback*

Can you confirm this is still an issue on newer qgis versions?

#5 - 2017-01-02 06:15 AM - Giovanni Manghi
- *Status changed from Feedback to Closed*
- *Resolution set to not reproducible*

Closing for lack of feedback, please reopen if necessary.

Files			
xorg.conf	6.68 KB	2014-06-15	Gregory Lewis-Paley