XGL Errors

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This appendix lists XGL errors. The error number and error message are given for each error message that XGL defines. An error is *NONRECOVERABLE* if XGL aborts further processing and returns control back to the caller. Errors of this type would cause a *core dump* if the application were allowed to continue execution, because they leave XGL in an inconsistent state. An error is *RECOVERABLE* if XGL can make reasonable assumptions about what the application intended to do and then continue processing. For instance, the library will usually use the default value for an incorrect parameter, and then continue the application.

The application can filter XGL errors by specifying its own error reporting function with the `XGL_SYS_ST_ERROR_NOTIFICATION_FUNCTION` attribute of the System State. For more information on XGL error detection and reporting, see"Error Detection and Reporting" on page 51.

XGL device-independent errors are stored internally in a look-up table, and XGL no longer extracts errors from an external file. The file `xgl.mo` in the directory `$XGLHOME/lib/locale/en_US/LC_MESSAGES` is kept for backward compatibility. The error file for the GX device is named `xglSUNWcg6.mo`, and the error file for the PEXlib device is named `xglSUNWxpex.mo`. These files are also located in the `$XGLHOME/lib/locale/en_US/LC_MESSAGES`. The error message files are binary encoded and cannot be read by the XGL application developer.

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Device-Independent Nonrecoverable Errors

di-1	Malloc or new failed: out of memory
di-2	Internal error
di-3	Primitive, attribute or object not (yet) implemented
di-4	Primitive cannot be called at this time
di-5	Cannot load font
di-6	Unable to load loadable pipeline
di-7	Raster depth/data type not supported
di-8	Raster not created
di-9	Cannot obtain graphics hardware resource
di-10	Notify_handler: unknown msg->type
di-11	xgl_obj_internal_get: getting undefined internal attribute
di-12	xgl_obj_set: setting undefined internal attribute
di-13	Cannot read error file
di-14	Unsupported window type
di-15	wx_grab: cannot open
di-16	wx_grab: cannot map lock page
di-17	wx_grab: cannot map unlock page
di-18	xgl_obj_free: object still used; cannot free
di-19	Can't map framebuffer memory
di-20	Can't unmap framebuffer memory
di-21	Can't determine framebuffer type
di-22	Can't open framebuffer; unsupported framebuffer type
di-23	Unexpected EOF in font description file

di-24	Unexpected framebuffer type
di-25	Could not obtain the hardware resource of window ids.
di-26	DGA Protocol initialization failed
di-27	Unknown visual class.
di-28	Bad magic number in font description file
di-30	No Color Map object
di-31	Dither mask not defined
di-32	Model clipping memory allocation failed
di-33	Cannot create Window Raster with requested protocol
di-34	Invalid protocol or multiple protocols requested
di-35	Invalid Memory Raster depth; must use 8 or 32
di-36	Can't create System State
di-37	Can't create System State - Unable to create Predefined Objects
di-38	Context initialization failed
di-39	Object creation failed
di-40	LI-3 function not implemented by device pipeline
di-41	xgl.modules file not found
di-42	Requested pipeline not found in xgl.modules
di-43	Bad line in xgl.modules
di-44	Unknown error reading xgl.modules

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Device-Independent Recoverable Errors

di-102	Invalid parameter for attribute-value pair
di-103	No XGL_CMAP_COLOR_MAPPER; i.e. no mapping from RGB to Index
di-104	No XGL_CMAP_INVERSE_COLOR_MAPPER
di-106	Invalid Context
di-108	Color map size reduced to the color table size
di-109	Too many colors
di-110	Dither mask memory error
di-111	Invalid destination object
di-112	Invalid source object
di-113	Invalid color map
di-114	Invalid address for colors
di-115	Attribute is read-only
di-120	Object is read-only
di-121	Different/mixed dimensions or depths
di-122	Invalid value
di-123	Not available for this type:
di-126	Attribute not defined for object
di-127	Invalid parameter for operator
di-128	Singular transform
di-129	Cannot set attribute(s) of predefined line patterns
di-130	Order is not supported
di-131	Invalid address for curve
di-132	Invalid address for knot_vector

di-133	Invalid address for control points
di-134	Incorrect number of knots/control points
di-135	Incorrect point type for nurbs
di-136	Unknown class
di-137	Invalid address for circle/arc data
di-138	Invalid address for string
di-139	Invalid address for position/point/point-list
di-141	Invalid values in Up Vector: cannot handle x = y = 0
di-142	Invalid address for direction vectors
di-143	Invalid address for rectangle
di-144	Invalid address for concatenation point
di-145	Invalid or unsupported value for attribute
di-147	Invalid point or facet type
di-148	Invalid address for matrix
di-149	Invalid axis value
di-150	Invalid update value
di-151	Invalid address for scale factors
di-152	Invalid address for offset
di-153	Named color map
di-154	Can't match PseudoColor visual
di-155	Can't allocate X colors
di-157	Not a Memory Raster; can't set/get address
di-158	Cannot change attribute; it is writable only once
di-159	Color cube dimensions too large; using defaults
di-160	Color table too small

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di-161	Cannot reallocate clip_mask
di-162	Cannot reallocate Z-Buffer
di-167	Value out of range for attribute
di-168	Cannot change pick style when picking enabled
di-169	Cannot change pick buffer size when picking enabled
di-170	Invalid or inconsistent data for primitive
di-171	No Device attached to Context
di-172	Cannot pop Context: stack is empty
di-173	Invalid function for this class
di-174	Cannot execute operator, no System state
di-175	Invalid flags data
di-176	Invalid address, type, or insufficient facet information
di-178	Illegal clipping code
di-179	Invalid values of row/column
di-180	Invalid address for color
di-181	Degenerate facet: cannot compute normal. Using {1, 0, 0} as normal
di-183	Invalid address
di-185	Failed to close polygon edge
di-186	Invalid pattern
di-198	System State already exists; xgl_open can be called only once
di-201	Cannot compute facet normal: all points are at same position
di-202	Cannot compute facet normal: all points are colinear
di-203	Context not supported by this Gcache operation
di-204	Cannot use a Gcache with an annotation ellipse
di-206	Front reference plane is behind back reference plane

di-207	Cannot push matrix
di-208	Cannot pop matrix
di-209	Stack too small
di-210	Stack empty
di-212	Insufficient memory for copying primitive data; size follows:
di-213	Invalid octant encountered when creating edge lists
di-216	More buffers requested than hardware supports
di-217	Invalid model clip update method
di-218	Invalid point type or dimension in this Context
di-219	Can't find object to remove from internal object list
di-220	No such object
di-221	NULL data for attribute
di-222	Knots are not non-decreasing
di-223	Weight of a rational control point is less than or equal to zero
di-224	Invalid curve/trimming curve range
di-225	Invalid color spline data
di-226	Invalid address for surface
di-227	Invalid trimming curve approximation type
di-228	Invalid trimming loop
di-229	Invalid hint for nurbs surface
di-230	Invalid data spline data
di-231	NULL Gcache
di-238	Operator not defined on object
di-239	Pcache not associated with any device
di-240	Maximum value for the width or height of a memory raster is 4096

di-241	NULL object
di-242	Invalid error number
di-243	Unsafe Overlay mode detected, this may result in incorrect rendering

GX Frame Buffer Errors

gx-1	Must upgrade GX to FBC rev 1 or later
gx-2	Out of range or invalid floating point data loaded into TEC
gx-3	Can't get GX file descriptor
gx-4	Can't mmap Gx registers
gx-5	Can't mmap Gx frame buffer
gx-6	Selected invalid frame buffer number; selected buffer unchanged
gx-7	Requested zero buffers; number of buffers unchanged
gx-8	Can't unmap Gx registers
gx-9	Can't unmap Gx frame buffer
gx-10	Invalid transform type (integer) for 3d context
gx-11	Improperly dispatched Gx primitive
gx-12	Tried to switch buffers on single buffered GX

Xlib/PEXlib Errors

xpex -1	Unable to create all colors in the PEX color table