Server 3

The Solaris PEX server extension is an implementation of the X Consortium PEX 5.1protocol. It receives and interprets the PEX protocol. The Solaris PEX server is a display server that generates and controls the display on which your application draws 3D graphics.

Features

This section lists the major features for the Solaris PEX server. It also tells you where in this manual you can find examples of using the features.

▼ Subset support

Table 3-1 shows the return values for the Solaris PEX server in the `PEXGetExtensionInfo` reply

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Note – The PHIGS Workstation subset is not supported in this release..

Table 3-1 PEXGetExtensionInfo reply (Server)

Field	Value
protocol major version	5
protocol minor version	1
vendor	"SunPEX 3.0 SMI"
release number	30000
subset info	5 (PEXImmediateMode & PEXStructureMode)

GDPs and GSEs

The Solaris PEX server supports a large set of GDPs and GSEs. See Table 4-25 through Table 4-27 in Chapter 4, "Functional Description" for lists of the specific 2D and 3D GDPs and GSEs supported in the current release of Solaris PEX.

Double Buffering with Escapes

The Solaris PEX server supports the Evans & Sutherland and Hewlett-Packard double buffering PEX extensions via the PEX Escape mechanism. See Table 4-28 in Chapter 4, "Functional Description" for the supported Escapes Enumerated Type Descriptors.

The Solaris PEX server supports double buffering only on frame buffers that provide hardware double buffering, such as the GXplus. Refer to your frame buffer IHV for PEX double buffering support information.

Note that if you try to request double buffering on a frame buffer that does not have hardware double buffering, the Solaris PEX server silently performs a single buffer.

Multibuffering

The Solaris PEX server does not support interoperating with MBX (Multi-Buffering Extension to X).

▼ Pixmaps

The Solaris PEX server does not support rendering to pixmaps.

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