

**Subject:** Re: AtomEye**From:** Branden Kappes <bkappes@mines.edu>**Date:** Mon, 21 Apr 2008 11:47:43 -0600**To:** Ju Li <liju@seas.upenn.edu>

Ju,

Thanks for putting up with my questions. I was able to eliminate the problem and have included the patch file for the AX directory. This should be run from the Src-20060530 directory.

```
patch -p0 < AX.patch
```

I apologize if this is not the most effective way of doing this. I am new to patching as well (all my development to this point has been just that--my development).

Thanks again for your help with this and especially for AtomEye.

-Branden

Ju Li wrote:

Thanks for the investigation, Branden. At your level, you should be able to find and correct the problem soon.

Do you think

```
/* recombining floats */
#define AX_pixel(r,g,b) ( \
    0xff000000 | \
    (AX_PIXEL(r)&AX_rmask) | \
    (AX_PIXEL(g)&AX_gmask) | \
    (AX_PIXEL(b)&AX_bmask) )
```

might help?

Dear Ju,

Thank you for your reply.

I tried disabling transparency, but that did not resolve the problem. I think the error messages result because the masks reported by the X11 Visual struct on my system:

```
red_mask = 0xff ff 00 00, green_mask = 0xff 00 ff 00, blue_mask = 0xff 00 00 ff (spaces
added for readability)
```

do not match the values from "rgb.txt" since the values from the color table do not include the alpha mask (I verified this). As a result, when the named colors are read from rgb.txt, we get

```
red = 0xff 00 00, green = 0xff 00, and blue = 0xff
```

The comparison made in Scan.c checks (in my nomenclature)

```
if(red_mask != red) { /* prints error message */ }
etc.
```

I tried dropping the alpha mask from "AX\_rmask", "AX\_gmask", and "AX\_bmask", e.g. changing AX\_rmask from 0xFF FF 00 00 (as reported by Visual\*) to 0xFF 00 00 (as would be read from rgb.txt)

This got rid of the error messages, but did not fix the transparency issue. Similarly, I tried adding the alpha mask to "AX\_pixel(r, g, b)" which, again, eliminated the message but did not fix the transparency problem.

While trying to nail down the problem, I ran across

```
#define AX_COLORPIXEL(c) \
    AX_ColorPixel(iw, (c)>>16, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)
```

which seems to assume that  $c \leq 0xFF\ FF\ FF$  which, as we see with red\_mask, green\_mask, and blue\_mask, is not necessarily the case. I tried changing this (and analogously, AX\_COLORCARRIER) to

```
#define AX_COLORPIXEL(c) \
    AX_ColorPixel(iw, ((c)>>16)&0xFF, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)
```

but, again, to no avail. Nothing I tried changed the output--that is, I did not see a change

in hue or opacity from any of these changes. One thing that stands out from the error message: colormap id = 0x3 E0 00 01 > 0x FF FF FF and would account for the low opacity (~1.25%).

Thank you,

-Branden

Ju Li wrote:

Dear Branden,

I have never dealt with semi-transparent window before. So this might be the reason for the complaint message. If you change the window manager or disallow transparency, does the problem go away?

Ju.

Dr. Li,

I am a Ph.D. student at the Colorado School of Mines and, up until recently, I have been using RasMol to visualize my MD/MC simulation results when my advisor (Dr. Moneesh Upmanyu) suggested AtomEye.

I have used it without trouble on my PowerBook G4, but when I use the i686 binary or compile from source on my Linux box (running Ubuntu 7 "Gutsy Gibbon" on an AMD 64-bit Opteron) I get the following errors:

```
<quote>
colormap id = 0x3e00001
ff0000 ffff0000
AX_plugin_Scan_module: red mask not working

colormap id = 0x3e00001
ff00 ff00ff00
AX_plugin_Scan_module: green mask not working

colormap id = 0x3e00001
ff ff0000ff
AX_plugin_Scan_module: blue mask not working
</quote>
```

At this point AtomEye continues to run, but only white is fully opaque (presumably). In front of a semi-transparent xterm window, the colors of the atoms are visible, but partially transparent. In front of an opaque window, the atoms are completely transparent. I tried to hack the AtomEye code, but I have no experience with programming for X11. I was able to eliminate the error messages quoted above by adding an alpha mask to AX\_pixel in AX.h, but I could not resolve the transparency issue. I have taken a couple screenshots that demonstrate this and have included them in this email.

Any help you can provide would be greatly appreciated.

Branden Kappes  
Ph.D. Candidate  
Colorado School of Mines  
1600 Illinois St.  
Golden, CO 80401  
[bkappes@mines.edu](mailto:bkappes@mines.edu)

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```
diff -Naur AX/AX.c AX_new/AX.c
--- AX/AX.c      2006-01-11 16:53:34.000000000 -0700
+++ AX_new/AX.c  2008-04-21 10:51:44.000000000 -0600
@@ -429,9 +429,9 @@
     ( AX_visual[iw]->class == TrueColor );
     if ( AX_nonneedcolormap )
     {
-        AX_rmask = AX_visual[iw] -> red_mask;
-        AX_gmask = AX_visual[iw] -> green_mask;
```

```

-         AX_bmask = AX_visual[iw] -> blue_mask;
+         AX_rmask = AX_visual[iw] -> red_mask & AX_COLORMASK;
+         AX_gmask = AX_visual[iw] -> green_mask & AX_COLORMASK;
+         AX_bmask = AX_visual[iw] -> blue_mask & AX_COLORMASK;
    }

#ifdef _AX_USE_SHM
diff -Naur AX/AX.h AX_new/AX.h
--- AX/AX.h      2006-01-11 16:53:34.000000000 -0700
+++ AX_new/AX.h  2008-04-21 11:16:12.000000000 -0600
@@ -68,6 +68,8 @@
    #define AX_DEFHEIGHT  AX_DEFWIDTH

    /* named colors: provided by AX gratis */
+ #define AX_ALPHAMASK    0xFF000000
+ #define AX_COLORMASK    0x0FFFFFFF
    #define AX_NAMEDCOLORS  8
    #define AX_BLACK      0
    #define AX_RED        1
@@ -372,7 +374,8 @@
    extern AX_Pixel AX_namedpixel [AX_NAMEDCOLORS];

    /* recombining floats */
- #define AX_pixel(r,g,b) ( \
+ #define AX_pixel(r,g,b) ( \
+ (AX_ALPHAMASK) | \
    (AX_PIXEL(r)&AX_rmask) | \
    (AX_PIXEL(g)&AX_gmask) | \
    (AX_PIXEL(b)&AX_bmask) )
@@ -386,7 +389,7 @@

    /* 0xFFFFFFFF interface */
    #define AX_COLORPIXEL(c) \
- AX_ColorPixel(iw, (c)>>16, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)
+ AX_ColorPixel(iw, ((c)>>16)&0xFF, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)

    /** AX_Carrier: interface to Direct Pixmap Access like AX_set() **/
    extern AX_Carrier AX_namedcarrier [AX_NAMEDCOLORS];
@@ -424,7 +427,8 @@

    /* recombining floats */
- #define AX_carrier(r,g,b) ( \
+ #define AX_carrier(r,g,b) ( \
+ (AX_ALPHAMASK) | \
    (AX_CARRIER(r)&AX_rmask) | \
    (AX_CARRIER(g)&AX_gmask) | \
    (AX_CARRIER(b)&AX_bmask) )
@@ -439,7 +443,7 @@

    /* 0xFFFFFFFF interface */
    #define AX_COLORCARRIER(iw,c) \
- AX_ColorCarrier(iw, (c)>>16, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)
+ AX_ColorCarrier(iw, ((c)>>16)&0xFF, ((c)>>8)&0xFF, (c)&0xFF, 0xFF)

    /* Mixing two color carriers */
    #define AX_mix(c0,c1,al) AX_carrier( \
@@ -1704,7 +1708,10 @@
        AX_Float      z;
    } AX_3D_Pixel;

- #define AX_3D_AssignRGB(P,R,G,B) ((P).r=(R),(P).g=(G),(P).b=(B))
+ #define AX_3D_AssignRGB(P,R,G,B) ( \
+ (P).r=(R), \
+ (P).g=(G), \
+ (P).b=(B))

    /*****
    /* Line Support */

```

<b>AX.patch</b>	<b>Content-Type:</b> text/x-patch
	<b>Content-Encoding:</b> 7bit