

# glxinfo output

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glxinfo -v
```

Ouput:

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name of display: :0.0
display: :0 screen: 0
direct rendering: Yes
server glx vendor string: SGI
server glx version string: 1.4
server glx extensions:
    GLX_ARB_context_flush_control, GLX_ARB_create_context,
    GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
    GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
    GLX_ARB_framebuffer_sRGB, GLX_ARB_multisample,
    GLX_EXT_create_context_es2_profile, GLX_EXT_create_context_es_profile,
    GLX_EXT_fbconfig_packed_float, GLX_EXT_framebuffer_sRGB,
    GLX_EXT_get_drawable_type, GLX_EXT_libglvnd, GLX_EXT_no_config_context,
    GLX_EXT_texture_from_pixmap, GLX_EXT_visual_info, GLX_EXT_visual_rating,
    GLX_INTEL_swap_event, GLX_MESA_copy_sub_buffer, GLX_OML_swap_method,
    GLX_SGIS_multisample, GLX_SGIX_fbconfig, GLX_SGIX_pbuffer,
    GLX_SGIX_visual_select_group, GLX_SGI_make_current_read,
    GLX_SGI_swap_control
client glx vendor string: Mesa Project and SGI
client glx version string: 1.4
client glx extensions:
    GLX_ARB_context_flush_control, GLX_ARB_create_context,
    GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
    GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
    GLX_ARB_framebuffer_sRGB, GLX_ARB_get_proc_address, GLX_ARB_multisample,
    GLX_ATI_pixel_format_float, GLX_EXT_buffer_age,
    GLX_EXT_create_context_es2_profile, GLX_EXT_create_context_es_profile,
    GLX_EXT_fbconfig_packed_float, GLX_EXT_framebuffer_sRGB,
    GLX_EXT_import_context, GLX_EXT_no_config_context, GLX_EXT_swap_control,
    GLX_EXT_swap_control_tear, GLX_EXT_texture_from_pixmap,
    GLX_EXT_visual_info, GLX_EXT_visual_rating, GLX_INTEL_swap_event,
    GLX_MESA_copy_sub_buffer, GLX_MESA_query_renderer, GLX_MESA_swap_control,
    GLX_NV_float_buffer, GLX_OML_swap_method, GLX_OML_sync_control,
    GLX_SGIS_multisample, GLX_SGIX_fbconfig, GLX_SGIX_pbuffer,
    GLX_SGIX_visual_select_group, GLX_SGI_make_current_read,
    GLX_SGI_swap_control, GLX_SGI_video_sync
GLX version: 1.4
GLX extensions:
    GLX_ARB_context_flush_control, GLX_ARB_create_context,
    GLX_ARB_create_context_no_error, GLX_ARB_create_context_profile,
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GLX_ARB_create_context_robustness, GLX_ARB_fbconfig_float,
GLX_ARB_framebuffer_sRGB, GLX_ARB_get_proc_address, GLX_ARB_multisample,
GLX_EXT_buffer_age, GLX_EXT_create_context_es2_profile,
GLX_EXT_create_context_es_profile, GLX_EXT_fbconfig_packed_float,
GLX_EXT_framebuffer_sRGB, GLX_EXT_no_config_context, GLX_EXT_swap_control,
GLX_EXT_swap_control_tear, GLX_EXT_texture_from_pixmap,
GLX_EXT_visual_info, GLX_EXT_visual_rating, GLX_INTEL_swap_event,
GLX_MESA_copy_sub_buffer, GLX_MESA_query_renderer, GLX_MESA_swap_control,
GLX_OML_swap_method, GLX_OML_sync_control, GLX_SGIS_multisample,
GLX_SGIX_fbconfig, GLX_SGIX_pbuffer, GLX_SGIX_visual_select_group,
GLX_SGI_make_current_read, GLX_SGI_swap_control, GLX_SGI_video_sync
Extended renderer info (GLX_MESA_query_renderer):
  Vendor: AMD (0x1002)
  Device: AMD Radeon RX 580 2048SP (polaris10, LLVM 16.0.6, DRM 3.54,
6.2.0-34-generic) (0x6fdf)
  Version: 23.2.0
  Accelerated: yes
  Video memory: 8192MB
  Unified memory: no
  Preferred profile: core (0x1)
  Max core profile version: 4.6
  Max compat profile version: 4.6
  Max GLES1 profile version: 1.1
  Max GLES[23] profile version: 3.2
Memory info (GL_ATI_meminfo):
  VBO free memory - total: 7849 MB, largest block: 7849 MB
  VBO free aux. memory - total: 7845 MB, largest block: 7845 MB
  Texture free memory - total: 7849 MB, largest block: 7849 MB
  Texture free aux. memory - total: 7845 MB, largest block: 7845 MB
  Renderbuffer free memory - total: 7849 MB, largest block: 7849 MB
  Renderbuffer free aux. memory - total: 7845 MB, largest block: 7845 MB
Memory info (GL_NVX_gpu_memory_info):
  Dedicated video memory: 8192 MB
  Total available memory: 16102 MB
  Currently available dedicated video memory: 7849 MB
OpenGL vendor string: AMD
OpenGL renderer string: AMD Radeon RX 580 2048SP (polaris10, LLVM 16.0.6, DRM
3.54, 6.2.0-34-generic)
OpenGL core profile version string: 4.6 (Core Profile) Mesa 23.2.0-devel
OpenGL core profile shading language version string: 4.60
OpenGL core profile context flags: (none)
OpenGL core profile profile mask: core profile
OpenGL core profile extensions:
  GL_AMD_conservative_depth, GL_AMD_depth_clamp_separate,
  GL_AMD_draw_buffers_blend, GL_AMD_framebuffer_multisample_advanced,
  GL_AMD_gpu_shader_int64, GL_AMD_multi_draw_indirect,
  GL_AMD_performance_monitor, GL_AMD_pinned_memory,
  GL_AMD_query_buffer_object, GL_AMD_seamless_cubemap_per_texture,
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GL_AMD_shader_stencil_export, GL_AMD_shader_trinary_minmax,  
GL_AMD_texture_texture4, GL_AMD_vertex_shader_layer,  
GL_AMD_vertex_shader_viewport_index, GL_ANGLE_texture_compression_dxt3,  
GL_ANGLE_texture_compression_dxt5, GL_ARB_ES2_compatibility,  
GL_ARB_ES3_1_compatibility, GL_ARB_ES3_2_compatibility,  
GL_ARB_ES3_compatibility, GL_ARB_arrays_of_arrays, GL_ARB_base_instance,  
GL_ARB_bindless_texture, GL_ARB_blend_func_extended,  
GL_ARB_buffer_storage, GL_ARB_clear_buffer_object, GL_ARB_clear_texture,  
GL_ARB_clip_control, GL_ARB_color_buffer_float,  
GL_ARB_compressed_texture_pixel_storage, GL_ARB_compute_shader,  
GL_ARB_compute_variable_group_size, GL_ARB_conditional_render_inverted,  
GL_ARB_conservative_depth, GL_ARB_copy_buffer, GL_ARB_copy_image,  
GL_ARB_cull_distance, GL_ARB_debug_output, GL_ARB_depth_buffer_float,  
GL_ARB_depth_clamp, GL_ARB_derivative_control, GL_ARB_direct_state_access,  
GL_ARB_draw_buffers, GL_ARB_draw_buffers_blend,  
GL_ARB_draw_elements_base_vertex, GL_ARB_draw_indirect,  
GL_ARB_draw_instanced, GL_ARB_enhanced_layouts,  
GL_ARB_explicit_attrib_location, GL_ARB_explicit_uniform_location,  
GL_ARB_fragment_coord_conventions, GL_ARB_fragment_layer_viewport,  
GL_ARB_fragment_shader, GL_ARB_framebuffer_no_attachments,  
GL_ARB_framebuffer_object, GL_ARB_framebuffer_sRGB,  
GL_ARB_get_program_binary, GL_ARB_get_texture_sub_image, GL_ARB_gl_spirv,  
GL_ARB_gpu_shader5, GL_ARB_gpu_shader_fp64, GL_ARB_gpu_shader_int64,  
GL_ARB_half_float_pixel, GL_ARB_half_float_vertex,  
GL_ARB_indirect_parameters, GL_ARB_instanced_arrays,  
GL_ARB_internalformat_query, GL_ARB_internalformat_query2,  
GL_ARB_invalidate_subdata, GL_ARB_map_buffer_alignment,  
GL_ARB_map_buffer_range, GL_ARB_multi_bind, GL_ARB_multi_draw_indirect,  
GL_ARB_occlusion_query2, GL_ARB_parallel_shader_compile,  
GL_ARB_pipeline_statistics_query, GL_ARB_pixel_buffer_object,  
GL_ARB_point_sprite, GL_ARB_polygon_offset_clamp,  
GL_ARB_program_interface_query, GL_ARB_provoking_vertex,  
GL_ARB_query_buffer_object, GL_ARB_robust_buffer_access_behavior,  
GL_ARB_robustness, GL_ARB_sample_shading, GL_ARB_sampler_objects,  
GL_ARB_seamless_cube_map, GL_ARB_seamless_cubemap_per_texture,  
GL_ARB_separate_shader_objects, GL_ARB_shader_atomic_counter_ops,  
GL_ARB_shader_atomic_counters, GL_ARB_shader_ballot,  
GL_ARB_shader_bit_encoding, GL_ARB_shader_clock,  
GL_ARB_shader_draw_parameters, GL_ARB_shader_group_vote,  
GL_ARB_shader_image_load_store, GL_ARB_shader_image_size,  
GL_ARB_shader_objects, GL_ARB_shader_precision,  
GL_ARB_shader_stencil_export, GL_ARB_shader_storage_buffer_object,  
GL_ARB_shader_subroutine, GL_ARB_shader_texture_image_samples,  
GL_ARB_shader_texture_lod, GL_ARB_shader_viewport_layer_array,  
GL_ARB_shading_language_420pack, GL_ARB_shading_language_include,  
GL_ARB_shading_language_packing, GL_ARB_spirv_extensions,  
GL_ARB_stencil_texturing, GL_ARB_sync, GL_ARB_tessellation_shader,  
GL_ARB_texture_barrier, GL_ARB_texture_buffer_object,
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GL_ARB_texture_buffer_object_rgb32, GL_ARB_texture_buffer_range,
GL_ARB_texture_compression_bptc, GL_ARB_texture_compression_rgtc,
GL_ARB_texture_cube_map_array, GL_ARB_texture_filter_anisotropic,
GL_ARB_texture_float, GL_ARB_texture_gather,
GL_ARB_texture_mirror_clamp_to_edge, GL_ARB_texture_multisample,
GL_ARB_texture_non_power_of_two, GL_ARB_texture_query_levels,
GL_ARB_texture_query_lod, GL_ARB_texture_rectangle, GL_ARB_texture_rg,
GL_ARB_texture_rgb10_a2ui, GL_ARB_texture_stencil8,
GL_ARB_texture_storage, GL_ARB_texture_storage_multisample,
GL_ARB_texture_swizzle, GL_ARB_texture_view, GL_ARB_timer_query,
GL_ARB_transform_feedback2, GL_ARB_transform_feedback3,
GL_ARB_transform_feedback_instanced,
GL_ARB_transform_feedback_overflow_query, GL_ARB_uniform_buffer_object,
GL_ARB_vertex_array_bgra, GL_ARB_vertex_array_object,
GL_ARB_vertex_attrib_64bit, GL_ARB_vertex_attrib_binding,
GL_ARB_vertex_buffer_object, GL_ARB_vertex_shader,
GL_ARB_vertex_type_10f_11f_11f_rev, GL_ARB_vertex_type_2_10_10_10_rev,
GL_ARB_viewport_array, GL_ATI_blend_equation_separate, GL_ATI_meminfo,
GL_ATI_texture_float, GL_ATI_texture_mirror_once,
GL_EXT_EGL_image_storage, GL_EXT_EGL_sync, GL_EXT_abgr,
GL_EXT_blend_equation_separate, GL_EXT_debug_label,
GL_EXT_demote_to_helper_invocation, GL_EXT_depth_bounds_test,
GL_EXT_draw_buffers2, GL_EXT_draw_instanced, GL_EXT_framebuffer_blit,
GL_EXT_framebuffer_multisample,
GL_EXT_framebuffer_multisample_blit_scaled,
GL_EXT_framebuffer_object, GL_EXT_framebuffer_sRGB, GL_EXT_memory_object,
GL_EXT_memory_object_fd, GL_EXT_packed_depth_stencil, GL_EXT_packed_float,
GL_EXT_pixel_buffer_object, GL_EXT_polygon_offset_clamp,
GL_EXT_provoking_vertex, GL_EXT_semaphore, GL_EXT_semaphore_fd,
GL_EXT_shader_image_load_formatted, GL_EXT_shader_image_load_store,
GL_EXT_shader_integer_mix, GL_EXT_shader_samples_identical,
GL_EXT_texture_array, GL_EXT_texture_compression_dxt1,
GL_EXT_texture_compression_rgtc, GL_EXT_texture_compression_s3tc,
GL_EXT_texture_filter_anisotropic, GL_EXT_texture_integer,
GL_EXT_texture_mirror_clamp, GL_EXT_texture_sRGB, GL_EXT_texture_sRGB_R8,
GL_EXT_texture_sRGB_decode, GL_EXT_texture_shadow_lod,
GL_EXT_texture_shared_exponent, GL_EXT_texture_snorm,
GL_EXT_texture_swizzle, GL_EXT_timer_query, GL_EXT_transform_feedback,
GL_EXT_vertex_array_bgra, GL_EXT_vertex_attrib_64bit,
GL_EXT_window_rectangles, GL_IBM_multimode_draw_arrays,
GL_INTEL_blackhole_render, GL_KHR_blend_equation_advanced,
GL_KHR_context_flush_control, GL_KHR_debug, GL_KHR_no_error,
GL_KHR_parallel_shader_compile, GL_KHR_robust_buffer_access_behavior,
GL_KHR_robustness, GL_KHR_texture_compression_astc_ldr,
GL_KHR_texture_compression_astc_sliced_3d, GL_MESA_framebuffer_flip_y,
GL_MESA_pack_invert, GL_MESA_shader_integer_functions,
GL_MESA_texture_signed_rgba, GL_NVX_gpu_memory_info,
GL_NV_alpha_to_coverage_dither_control, GL_NV_compute_shader_derivatives,
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GL_NV_conditional_render, GL_NV_copy_image, GL_NV_depth_clamp,  
GL_NV_packed_depth_stencil, GL_NV_shader_atomic_int64,  
GL_NV_texture_barrier, GL_NV_vdpau_interop, GL_OES_EGL_image, GL_S3_s3tc
```

OpenGL version string: 4.6 (Compatibility Profile) Mesa 23.2.0-devel

OpenGL shading language version string: 4.60

OpenGL context flags: (none)

OpenGL profile mask: compatibility profile

OpenGL extensions:

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GL_AMD_conservative_depth, GL_AMD_depth_clamp_separate,  
GL_AMD_draw_buffers_blend, GL_AMD_framebuffer_multisample_advanced,  
GL_AMD_multi_draw_indirect, GL_AMD_performance_monitor,  
GL_AMD_pinned_memory, GL_AMD_query_buffer_object,  
GL_AMD_seamless_cubemap_per_texture, GL_AMD_shader_stencil_export,  
GL_AMD_shader_trinary_minmax, GL_AMD_texture_texture4,  
GL_AMD_vertex_shader_layer, GL_AMD_vertex_shader_viewport_index,  
GL_ANGLE_texture_compression_dxt3, GL_ANGLE_texture_compression_dxt5,  
GL_APPLE_packed_pixels, GL_ARB_ES2_compatibility,  
GL_ARB_ES3_1_compatibility, GL_ARB_ES3_2_compatibility,  
GL_ARB_ES3_compatibility, GL_ARB_arrays_of_arrays, GL_ARB_base_instance,  
GL_ARB_bindless_texture, GL_ARB_blend_func_extended,  
GL_ARB_buffer_storage, GL_ARB_clear_buffer_object, GL_ARB_clear_texture,  
GL_ARB_clip_control, GL_ARB_color_buffer_float, GL_ARB_compatibility,  
GL_ARB_compressed_texture_pixel_storage, GL_ARB_compute_shader,  
GL_ARB_compute_variable_group_size, GL_ARB_conditional_render_inverted,  
GL_ARB_conservative_depth, GL_ARB_copy_buffer, GL_ARB_copy_image,  
GL_ARB_cull_distance, GL_ARB_debug_output, GL_ARB_depth_buffer_float,  
GL_ARB_depth_clamp, GL_ARB_depth_texture, GL_ARB_derivative_control,  
GL_ARB_direct_state_access, GL_ARB_draw_buffers,  
GL_ARB_draw_buffers_blend, GL_ARB_draw_elements_base_vertex,  
GL_ARB_draw_indirect, GL_ARB_draw_instanced, GL_ARB_enhanced_layouts,  
GL_ARB_explicit_attrib_location, GL_ARB_explicit_uniform_location,  
GL_ARB_fragment_coord_conventions, GL_ARB_fragment_layer_viewport,  
GL_ARB_fragment_program, GL_ARB_fragment_program_shadow,  
GL_ARB_fragment_shader, GL_ARB_framebuffer_no_attachments,  
GL_ARB_framebuffer_object, GL_ARB_framebuffer_sRGB,  
GL_ARB_get_program_binary, GL_ARB_get_texture_sub_image, GL_ARB_gl_spirv,  
GL_ARB_gpu_shader5, GL_ARB_gpu_shader_fp64, GL_ARB_gpu_shader_int64,  
GL_ARB_half_float_pixel, GL_ARB_half_float_vertex,  
GL_ARB_indirect_parameters, GL_ARB_instanced_arrays,  
GL_ARB_internalformat_query, GL_ARB_internalformat_query2,  
GL_ARB_invalidate_subdata, GL_ARB_map_buffer_alignment,  
GL_ARB_map_buffer_range, GL_ARB_multi_bind, GL_ARB_multi_draw_indirect,  
GL_ARB_multisample, GL_ARB_multitexture, GL_ARB_occlusion_query,  
GL_ARB_occlusion_query2, GL_ARB_parallel_shader_compile,  
GL_ARB_pipeline_statistics_query, GL_ARB_pixel_buffer_object,  
GL_ARB_point_parameters, GL_ARB_point_sprite, GL_ARB_polygon_offset_clamp,  
GL_ARB_program_interface_query, GL_ARB_provoking_vertex,
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GL_ARB_query_buffer_object, GL_ARB_robust_buffer_access_behavior,
GL_ARB_robustness, GL_ARB_sample_shading, GL_ARB_sampler_objects,
GL_ARB_seamless_cube_map, GL_ARB_seamless_cubemap_per_texture,
GL_ARB_separate_shader_objects, GL_ARB_shader_atomic_counter_ops,
GL_ARB_shader_atomic_counters, GL_ARB_shader_ballot,
GL_ARB_shader_bit_encoding, GL_ARB_shader_clock,
GL_ARB_shader_draw_parameters, GL_ARB_shader_group_vote,
GL_ARB_shader_image_load_store, GL_ARB_shader_image_size,
GL_ARB_shader_objects, GL_ARB_shader_precision,
GL_ARB_shader_stencil_export, GL_ARB_shader_storage_buffer_object,
GL_ARB_shader_subroutine, GL_ARB_shader_texture_image_samples,
GL_ARB_shader_texture_lod, GL_ARB_shader_viewport_layer_array,
GL_ARB_shading_language_100, GL_ARB_shading_language_420pack,
GL_ARB_shading_language_include, GL_ARB_shading_language_packing,
GL_ARB_shadow, GL_ARB_spirv_extensions, GL_ARB_stencil_texturing,
GL_ARB_sync, GL_ARB_tessellation_shader, GL_ARB_texture_barrier,
GL_ARB_texture_border_clamp, GL_ARB_texture_buffer_object,
GL_ARB_texture_buffer_object_rgb32, GL_ARB_texture_buffer_range,
GL_ARB_texture_compression, GL_ARB_texture_compression_bptc,
GL_ARB_texture_compression_rgtc, GL_ARB_texture_cube_map,
GL_ARB_texture_cube_map_array, GL_ARB_texture_env_add,
GL_ARB_texture_env_combine, GL_ARB_texture_env_crossbar,
GL_ARB_texture_env_dot3, GL_ARB_texture_filter_anisotropic,
GL_ARB_texture_float, GL_ARB_texture_gather,
GL_ARB_texture_mirror_clamp_to_edge, GL_ARB_texture_mirrored_repeat,
GL_ARB_texture_multisample, GL_ARB_texture_non_power_of_two,
GL_ARB_texture_query_levels, GL_ARB_texture_query_lod,
GL_ARB_texture_rectangle, GL_ARB_texture_rg, GL_ARB_texture_rgb10_a2ui,
GL_ARB_texture_stencil8, GL_ARB_texture_storage,
GL_ARB_texture_storage_multisample, GL_ARB_texture_swizzle,
GL_ARB_texture_view, GL_ARB_timer_query, GL_ARB_transform_feedback2,
GL_ARB_transform_feedback3, GL_ARB_transform_feedback_instanced,
GL_ARB_transform_feedback_overflow_query, GL_ARB_transpose_matrix,
GL_ARB_uniform_buffer_object, GL_ARB_vertex_array_bgra,
GL_ARB_vertex_array_object, GL_ARB_vertex_attrib_64bit,
GL_ARB_vertex_attrib_binding, GL_ARB_vertex_buffer_object,
GL_ARB_vertex_program, GL_ARB_vertex_shader,
GL_ARB_vertex_type_10f_11f_11f_rev, GL_ARB_vertex_type_2_10_10_10_rev,
GL_ARB_viewport_array, GL_ARB_window_pos, GL_ATI_blend_equation_separate,
GL_ATI_draw_buffers, GL_ATI_fragment_shader, GL_ATI_meminfo,
GL_ATI_separate_stencil, GL_ATI_texture_compression_3dc,
GL_ATI_texture_env_combine3, GL_ATI_texture_float,
GL_ATI_texture_mirror_once, GL_EXT_EGL_image_storage, GL_EXT_EGL_sync,
GL_EXT_abgr, GL_EXT_bgra, GL_EXT_blend_color,
GL_EXT_blend_equation_separate, GL_EXT_blend_func_separate,
GL_EXT_blend_minmax, GL_EXT_blend_subtract, GL_EXT_compiled_vertex_array,
GL_EXT_copy_texture, GL_EXT_debug_label,
GL_EXT_demote_to_helper_invocation, GL_EXT_depth_bounds_test,
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GL_EXT_direct_state_access, GL_EXT_draw_buffers2, GL_EXT_draw_instanced,
GL_EXT_draw_range_elements, GL_EXT_fog_coord, GL_EXT_framebuffer_blit,
GL_EXT_framebuffer_multisample,
GL_EXT_framebuffer_multisample_blit_scaled,
GL_EXT_framebuffer_object, GL_EXT_framebuffer_sRGB,
GL_EXT_gpu_program_parameters, GL_EXT_gpu_shader4, GL_EXT_memory_object,
GL_EXT_memory_object_fd, GL_EXT_multi_draw_arrays,
GL_EXT_packed_depth_stencil, GL_EXT_packed_float, GL_EXT_packed_pixels,
GL_EXT_pixel_buffer_object, GL_EXT_point_parameters,
GL_EXT_polygon_offset_clamp, GL_EXT_provoking_vertex,
GL_EXT_rescale_normal, GL_EXT_secondary_color, GL_EXT_semaphore,
GL_EXT_semaphore_fd, GL_EXT_separate_specular_color,
GL_EXT_shader_image_load_formatted, GL_EXT_shader_image_load_store,
GL_EXT_shader_integer_mix, GL_EXT_shader_samples_identical,
GL_EXT_shadow_funcs, GL_EXT_stencil_two_side, GL_EXT_stencil_wrap,
GL_EXT_subtexture, GL_EXT_texture, GL_EXT_texture3D,
GL_EXT_texture_array, GL_EXT_texture_buffer_object,
GL_EXT_texture_compression_dxt1, GL_EXT_texture_compression_latc,
GL_EXT_texture_compression_rgtc, GL_EXT_texture_compression_s3tc,
GL_EXT_texture_cube_map, GL_EXT_texture_edge_clamp,
GL_EXT_texture_env_add, GL_EXT_texture_env_combine,
GL_EXT_texture_env_dot3, GL_EXT_texture_filter_anisotropic,
GL_EXT_texture_integer, GL_EXT_texture_lod_bias,
GL_EXT_texture_mirror_clamp, GL_EXT_texture_object,
GL_EXT_texture_rectangle, GL_EXT_texture_sRGB, GL_EXT_texture_sRGB_R8,
GL_EXT_texture_sRGB_decode, GL_EXT_texture_shadow_lod,
GL_EXT_texture_shared_exponent, GL_EXT_texture_snorm,
GL_EXT_texture_swizzle, GL_EXT_timer_query, GL_EXT_transform_feedback,
GL_EXT_vertex_array, GL_EXT_vertex_array_bgra, GL_EXT_vertex_attrib_64bit,
GL_EXT_window_rectangles, GL_IBM_multimode_draw_arrays,
GL_IBM_rasterpos_clip, GL_IBM_texture_mirrored_repeat,
GL_INGR_blend_func_separate, GL_INTEL_blackhole_render,
GL_KHR_blend_equation_advanced, GL_KHR_context_flush_control,
GL_KHR_debug, GL_KHR_no_error, GL_KHR_parallel_shader_compile,
GL_KHR_robust_buffer_access_behavior, GL_KHR_robustness,
GL_KHR_texture_compression_astc_ldr,
GL_KHR_texture_compression_astc_sliced_3d, GL_MESA_framebuffer_flip_y,
GL_MESA_pack_invert, GL_MESA_shader_integer_functions,
GL_MESA_texture_signed_rgba, GL_MESA_window_pos, GL_NVX_gpu_memory_info,
GL_NV_ES1_1_compatibility, GL_NV_alpha_to_coverage_dither_control,
GL_NV_blend_square, GL_NV_compute_shader_derivatives,
GL_NV_conditional_render, GL_NV_copy_depth_to_color, GL_NV_copy_image,
GL_NV_depth_clamp, GL_NV_fog_distance, GL_NV_half_float,
GL_NV_light_max_exponent, GL_NV_packed_depth_stencil,
GL_NV_primitive_restart, GL_NV_shader_atomic_int64,
GL_NV_texgen_reflection, GL_NV_texture_barrier,
GL_NV_texture_env_combine4, GL_NV_texture_rectangle, GL_NV_vdpau_interop,
GL_OES_EGL_image, GL_OES_read_format, GL_S3_s3tc,
```

```
GL_SGIS_generate_mipmap, GL_SGIS_texture_border_clamp,  
GL_SGIS_texture_edge_clamp, GL_SGIS_texture_lod, GL_SUN_multi_draw_arrays
```

OpenGL ES profile version string: OpenGL ES 3.2 Mesa 23.2.0-devel

OpenGL ES profile shading language version string: OpenGL ES GLSL ES 3.20

OpenGL ES profile extensions:

```
GL_AMD_framebuffer_multisample_advanced, GL_AMD_performance_monitor,  
GL_ANDROID_extension_pack_es31a, GL_ANGLE_pack_reverse_row_order,  
GL_ANGLE_texture_compression_dxt3, GL_ANGLE_texture_compression_dxt5,  
GL_APPLE_texture_max_level, GL_EXT_EGL_image_storage,  
GL_EXT_base_instance, GL_EXT_blend_func_extended, GL_EXT_blend_minmax,  
GL_EXT_buffer_storage, GL_EXT_clear_texture, GL_EXT_clip_control,  
GL_EXT_clip_cull_distance, GL_EXT_color_buffer_float,  
GL_EXT_color_buffer_half_float, GL_EXT_compressed_ETC1_RGB8_sub_texture,  
GL_EXT_copy_image, GL_EXT_debug_label, GL_EXT_demote_to_helper_invocation,  
GL_EXT_depth_clamp, GL_EXT_discard_framebuffer,  
GL_EXT_disjoint_timer_query, GL_EXT_draw_buffers,  
GL_EXT_draw_buffers_indexed, GL_EXT_draw_elements_base_vertex,  
GL_EXT_draw_instanced, GL_EXT_float_blend, GL_EXT_frag_depth,  
GL_EXT_geometry_point_size, GL_EXT_geometry_shader, GL_EXT_gpu_shader5,  
GL_EXT_instanced_arrays, GL_EXT_map_buffer_range, GL_EXT_memory_object,  
GL_EXT_memory_object_fd, GL_EXT_multi_draw_arrays,  
GL_EXT_occlusion_query_boolean, GL_EXT_polygon_offset_clamp,  
GL_EXT_primitive_bounding_box, GL_EXT_read_format_bgra,  
GL_EXT_render_snorm, GL_EXT_robustness, GL_EXT_sRGB_write_control,  
GL_EXT_semaphore, GL_EXT_semaphore_fd, GL_EXT_separate_shader_objects,  
GL_EXT_shader_group_vote, GL_EXT_shader_implicit_conversions,  
GL_EXT_shader_integer_mix, GL_EXT_shader_io_blocks,  
GL_EXT_shader_samples_identical, GL_EXT_tessellation_point_size,  
GL_EXT_tessellation_shader, GL_EXT_texture_border_clamp,  
GL_EXT_texture_buffer, GL_EXT_texture_compression_bptc,  
GL_EXT_texture_compression_dxt1, GL_EXT_texture_compression_rgtc,  
GL_EXT_texture_compression_s3tc, GL_EXT_texture_compression_s3tc_srgb,  
GL_EXT_texture_cube_map_array, GL_EXT_texture_filter_anisotropic,  
GL_EXT_texture_format_BGRA8888, GL_EXT_texture_mirror_clamp_to_edge,  
GL_EXT_texture_norm16, GL_EXT_texture_query_lod, GL_EXT_texture_rg,  
GL_EXT_texture_sRGB_R8, GL_EXT_texture_sRGB_decode,  
GL_EXT_texture_shadow_lod, GL_EXT_texture_type_2_10_10_10_REV,  
GL_EXT_texture_view, GL_EXT_unpack_subimage, GL_EXT_window_rectangles,  
GL_INTEL_blackhole_render, GL_KHR_blend_equation_advanced,  
GL_KHR_context_flush_control, GL_KHR_debug, GL_KHR_no_error,  
GL_KHR_parallel_shader_compile, GL_KHR_robust_buffer_access_behavior,  
GL_KHR_robustness, GL_KHR_texture_compression_astc_ldr,  
GL_KHR_texture_compression_astc_sliced_3d, GL_MESA_bgra,  
GL_MESA_framebuffer_flip_y, GL_MESA_shader_integer_functions,  
GL_NV_alpha_to_coverage_dither_control, GL_NV_compute_shader_derivatives,  
GL_NV_conditional_render, GL_NV_draw_buffers, GL_NV_fbo_color_attachments,  
GL_NV_generate_mipmap_sRGB, GL_NV_image_formats, GL_NV_pack_subimage,
```



```

GL_NV_pixel_buffer_object, GL_NV_read_buffer, GL_NV_read_depth,
GL_NV_read_depth_stencil, GL_NV_read_stencil,
GL_NV_shader_noperspective_interpolation, GL_OES_EGL_image,
GL_OES_EGL_image_external, GL_OES_EGL_image_external_essl3,
GL_OES_EGL_sync, GL_OES_compressed_ETC1_RGB8_texture, GL_OES_copy_image,
GL_OES_depth24, GL_OES_depth_texture, GL_OES_depth_texture_cube_map,
GL_OES_draw_buffers_indexed, GL_OES_draw_elements_base_vertex,
GL_OES_element_index_uint, GL_OES_fbo_render_mipmap,
GL_OES_geometry_point_size, GL_OES_geometry_shader,
GL_OES_get_program_binary, GL_OES_gpu_shader5, GL_OES_mapbuffer,
GL_OES_packed_depth_stencil, GL_OES_primitive_bounding_box,
GL_OES_required_internalformat, GL_OES_rgb8_rgba8, GL_OES_sample_shading,
GL_OES_sample_variables, GL_OES_shader_image_atomic,
GL_OES_shader_io_blocks, GL_OES_shader_multisample_interpolation,
GL_OES_standard_derivatives, GL_OES_stencil8, GL_OES_surfaceless_context,
GL_OES_tessellation_point_size, GL_OES_tessellation_shader,
GL_OES_texture_3D, GL_OES_texture_border_clamp, GL_OES_texture_buffer,
GL_OES_texture_cube_map_array, GL_OES_texture_float,
GL_OES_texture_float_linear, GL_OES_texture_half_float,
GL_OES_texture_half_float_linear, GL_OES_texture_npot,
GL_OES_texture_stencil8, GL_OES_texture_storage_multisample_2d_array,
GL_OES_texture_view, GL_OES_vertex_array_object, GL_OES_vertex_half_float,
GL_OES_viewport_array

```

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```

Visual ID: 21 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.

```

```

Visual ID: 22 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.

```

```

Visual ID: 4cb depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None

```

Opaque.

```
Visual ID: 4cc depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4cd depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4ce depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4cf depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4d0 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4d1 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4d2 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4d3 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4d4 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4d5 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4d6 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4d7 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4d8 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4d9 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4da depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4db depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4dc depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4dd depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4de depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4df depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4e0 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 4e1 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 4e2 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e3 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e4 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e5 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e6 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e7 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e8 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4e9 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 4ea depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4eb depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4ec depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4ed depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4ee depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4ef depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f0 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f1 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f2 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f3 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f4 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4f5 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 4f6  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4f7  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4f8  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4f9  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4fa  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4fb  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 4fc depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4fd depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4fe depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 4ff depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 500 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 501 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 502 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 503 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 504 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 505 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 506 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 507 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 508 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 509 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 50a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 50b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 50c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 50d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 50e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 50f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 510 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 511 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 512 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 513 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 514 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 515 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 516 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 517 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 518 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 519 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```



Opaque.

```
Visual ID: 51a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 51b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 51c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 51d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 51e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 51f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 520 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 521 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 522 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 523 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 524 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 525 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 526 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 527 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 528 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 529 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 52f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 530 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 531 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 532 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 533 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 534 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 535 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 536 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 537 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 538 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 539 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 53f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 540 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 541 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 542 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 543 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 544 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 545 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 546 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 547 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 548 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 549 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```



Opaque.

```
Visual ID: 54a depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 54b depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 54c depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 54d depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 54e depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 54f depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 550 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 551 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 552 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 553 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 554 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 555 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```



Opaque.

```
Visual ID: 556 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 557 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 558 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 559 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 55a depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 55b depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 55c depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 55d depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 55e depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 55f depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 560 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 561 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 562 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 563 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 564 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 565 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 566 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 567 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 568 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 569 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56a depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56b depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56c depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56d depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56e depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 56f depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 570 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 571 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 572 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 573 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 574 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 575 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 576 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 577 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 578 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 579 depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 57a depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 57b depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 57c depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 57d depth=24 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 57e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 57f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 580 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 581 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 582 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 583 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 584 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 585 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```



Opaque.

```
Visual ID: 586 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 587 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 588 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 589 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 58a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 58b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 58c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 58d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 58e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 58f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 590 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 591 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 592 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 593 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 594 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 595 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 596 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 597 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 598 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 599 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59a depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59b depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59c depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59d depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59e depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 59f depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a0 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a1 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a2 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a3 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a4 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a5 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a6 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a7 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a8 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5a9 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 5aa depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ab depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ac depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ad depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ae depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5af depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b0 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b1 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b2 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b3 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b4 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b5 depth=24 class=TrueColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5b6  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5b7  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5b8  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5b9  depth=24  class=TrueColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5ba  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0  multiSampleBuffers=0
  visualCaveat=None
```

Opaque.

```
Visual ID: 5bb  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0  multiSampleBuffers=0
  visualCaveat=Slow
```

Opaque.

```
Visual ID: 5bc depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5bd depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5be depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5bf depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5c0 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5c1 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5c2 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5c3 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5c4 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5c5 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5c6 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5c7 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5c8 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5c9 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5ca depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5cb depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5cc depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5cd depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```



Opaque.

```
Visual ID: 5ce depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5cf depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5d0 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5d1 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d2 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d3 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d4 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d5 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d6 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d7 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d8 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5d9 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5da depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5db depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5dc depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5dd depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5de depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5df depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e0 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e1 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e2 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e3 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e4 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e5 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e6  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e7  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e8  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5e9  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ea  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5eb  depth=24  class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ec depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ed depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ee depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5ef depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5f0 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 5f1 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 5f2  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5f3  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5f4  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=32 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8  multiSampleBuffers=1
  visualCaveat=None
```

Opaque.

```
Visual ID: 5f5  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0  multiSampleBuffers=0
  visualCaveat=None
```

Opaque.

```
Visual ID: 5f6  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0  multiSampleBuffers=0
  visualCaveat=Slow
```

Opaque.

```
Visual ID: 5f7  depth=24  class=DirectColor, type=window,pixmap
  bufferSize=24 level=0  renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0  multiSampleBuffers=0
  visualCaveat=None
```

Opaque.

```
Visual ID: 5f8 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5f9 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5fa depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5fb depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5fc depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5fd depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 5fe depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 5ff depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 600 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 601 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 602 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 603 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 604 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 605 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 606 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 607 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 608 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 609 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 60a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 60b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 60c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 60d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 60e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 60f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 610 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 611 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 612 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 613 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 614 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 615 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 616 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 617 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 618 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 619 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 61f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 620 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 621 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 622 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 623 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 624 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 625 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 626 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 627 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 628 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 629 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 62f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 630 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 631 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 632 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 633 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 634 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 635 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 636 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 637 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 638 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 639 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```



Opaque.

```
Visual ID: 63a depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 63b depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 63c depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 63d depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 63e depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 63f depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 640 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 641 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 642 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 643 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 644 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 645 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 646 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 647 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 648 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 649 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64a depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64b depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64c depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64d depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64e depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 64f depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 650 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 651 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 652 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 653 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 654 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 655 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 656 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 657 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 658 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 659 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 65a depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 65b depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 65c depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 65d depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 65e depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 65f depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 660 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 661 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 662 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 663 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 664 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 665 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 666 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 667 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 668 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 669 depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 66a depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 66b depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 66c depth=24 class=DirectColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 66d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 66e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 66f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 670 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 671 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 672 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 673 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 674 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 675 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 676 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 677 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 678 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 679 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 67a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 67b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 67c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 67d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 67e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 67f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 680 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 681 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```



Opaque.

```
Visual ID: 682 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 683 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 684 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
Visual ID: 685 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 686 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 687 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 688 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 689 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 68f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 690 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 691 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 692 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 693 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 694 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 695 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 696 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 697 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 698 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 699 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69a depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69b depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69c depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69d depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69e depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 69f depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a0 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a1 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a2 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a3 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a4 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a5 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```



Opaque.

```
Visual ID: 6a6 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a7 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 6a8 depth=24 class=DirectColor, type=window,pixmap
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
Visual ID: 7a depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6a9 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6aa depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6ab depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6ac depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6ad depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6ae depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6af depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b0 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b1 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b2 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b3 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b4 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b5 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b6 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b7 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b8 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6b9 depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6ba depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6bb depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6bc depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6bd depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6be depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
Visual ID: 6bf depth=32 class=TrueColor, type=window,pixmap
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

#### 1104 GLXFBConfigs:

```
FBConfig ID: 7b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
FBConfig ID: 7c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 7d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 7e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 7f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 80 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 81 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 82 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 83 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 84 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 85 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 86 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 87 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 88 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 89 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 8a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 8b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 8c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 8d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 8e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 8f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 90 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 91 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 92 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 93 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 94 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 95 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 96 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 97 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 98 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 99 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 9a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 9b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 9c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 9d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 9e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 9f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: a0 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: a1 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: a2 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: a3 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: a4 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: a5 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: a6 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: a7 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: a8 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: a9 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: aa Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: ab Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: ac Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: ad Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: ae Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: af Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: b0 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: b1 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: b2 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: b3 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: b4 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: b5 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: b6 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: b7 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: b8 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: b9 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: ba Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: bb Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: bc Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: bd Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: be Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: bf Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: c0 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: c1 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: c2 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: c3 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: c4 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: c5 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: c6 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: c7 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: c8 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: c9 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: ca Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: cb Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: cc Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: cd Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: ce Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: cf Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: d0 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: d1 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: d2 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: d3 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: d4 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: d5 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: d6 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: d7 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: d8 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: d9 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: da Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: db Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: dc Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: dd Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: de Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: df Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: e0 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: e1 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: e2 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: e3 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e4 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e5 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e6 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e7 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e8 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: e9 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: ea Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: eb Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: ec Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: ed Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: ee Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: ef Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: f0 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: f1 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: f2 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: f3 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: f4 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: f5 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: f6 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: f7 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: f8 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: f9 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: fa Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: fb Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: fc Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: fd Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: fe Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: ff Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 100 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 101 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 102 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 103 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 104 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 105 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 106 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 107 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 108 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 109 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 10a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 10b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 10c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 10d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 10e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 10f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 110 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 111 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 112 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 113 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 114 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 115 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 116 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 117 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 118 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 119 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 11f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 120 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 121 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 122 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 123 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 124 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 125 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 126 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 127 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 128 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 129 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 12a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 12b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 12c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 12d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 12e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 12f Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 130 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 131 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 132 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 133 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 134 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 135 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 136 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 137 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 138 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 139 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 13a Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 13b Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 13c Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 13d Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 13e Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 13f Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 140 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 141 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 142 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 143 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 144 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 145 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 146 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 147 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 148 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 149 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14a Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14b Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14c Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14d Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14e Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 14f Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 150 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 151 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 152 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 153 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 154 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 155 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 156 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 157 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 158 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 159 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 15a Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 15b Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 15c Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 15d Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 15e Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 15f Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 160 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 161 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 162 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 163 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 164 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 165 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 166 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 167 Visual ID=0 depth=0 class=TrueColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 168 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 169 Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 16a Visual ID=0 depth=0 class=TrueColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 16b Visual ID=4cb depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 16c Visual ID=4cc depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 16d Visual ID=4cd depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 16e Visual ID=4ce depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 16f Visual ID=4cf depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 170 Visual ID=4d0 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 171 Visual ID=4d1 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 172 Visual ID=4d2 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 173 Visual ID=4d3 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 174 Visual ID=4d4 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 175 Visual ID=4d5 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 176 Visual ID=4d6 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 177 Visual ID=4d7 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 178 Visual ID=4d8 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 179 Visual ID=4d9 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 17a Visual ID=4da depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 17b Visual ID=4db depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 17c Visual ID=4dc depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 17d Visual ID=4dd depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 17e  Visual ID=4de  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 17f  Visual ID=21  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 180  Visual ID=4df  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 181  Visual ID=4e0  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 182  Visual ID=4e1  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 183 Visual ID=4e2 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 184 Visual ID=4e3 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 185 Visual ID=4e4 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 186 Visual ID=4e5 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 187 Visual ID=4e6 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 188 Visual ID=4e7 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 189 Visual ID=4e8 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 18a Visual ID=4e9 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 18b Visual ID=4ea depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 18c Visual ID=4eb depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 18d Visual ID=4ec depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 18e Visual ID=4ed depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 18f Visual ID=4ee depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 190 Visual ID=4ef depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 191 Visual ID=4f0 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 192 Visual ID=4f1 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 193 Visual ID=4f2 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 194 Visual ID=4f3 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 195 Visual ID=4f4 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 196 Visual ID=4f5 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 197 Visual ID=4f6 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

FBConfig ID: 198 Visual ID=4f7 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 199 Visual ID=4f8 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 19a Visual ID=4f9 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 19b Visual ID=4fa depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 19c Visual ID=4fb depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 19d Visual ID=4fc depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 19e  Visual ID=4fd  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 19f  Visual ID=4fe  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1a0  Visual ID=4ff  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1a1  Visual ID=500  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1a2  Visual ID=501  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a3 Visual ID=502 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a4 Visual ID=503 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a5 Visual ID=504 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a6 Visual ID=505 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a7 Visual ID=506 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1a8 Visual ID=507 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1a9 Visual ID=508 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 1aa Visual ID=509 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1ab Visual ID=50a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 1ac Visual ID=50b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1ad Visual ID=50c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1ae Visual ID=50d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 1af Visual ID=50e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1b0 Visual ID=50f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 1b1 Visual ID=510 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1b2 Visual ID=511 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1b3 Visual ID=512 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 1b4 Visual ID=513 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1b5 Visual ID=514 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 1b6 Visual ID=515 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1b7 Visual ID=516 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1b8 Visual ID=517 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1b9 Visual ID=518 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1ba Visual ID=519 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1bb Visual ID=51a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1bc Visual ID=51b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1bd Visual ID=51c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1be Visual ID=51d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1bf Visual ID=51e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1c0 Visual ID=51f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1c1 Visual ID=520 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1c2 Visual ID=521 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c3 Visual ID=522 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c4 Visual ID=523 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c5 Visual ID=524 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c6 Visual ID=525 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c7 Visual ID=526 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1c8 Visual ID=527 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 1c9 Visual ID=528 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 1ca Visual ID=529 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 1cb Visual ID=52a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 1cc Visual ID=52b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 1cd Visual ID=52c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1ce Visual ID=52d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1cf Visual ID=52e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1d0 Visual ID=52f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1d1 Visual ID=530 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1d2 Visual ID=531 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 1d3 Visual ID=532 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 1d4 Visual ID=533 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 1d5 Visual ID=534 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 1d6 Visual ID=535 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 1d7 Visual ID=536 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1d8 Visual ID=537 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1d9 Visual ID=538 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1da Visual ID=539 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1db Visual ID=53a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1dc Visual ID=53b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1dd Visual ID=53c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1de Visual ID=53d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1df Visual ID=53e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1e0 Visual ID=53f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1e1 Visual ID=540 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1e2 Visual ID=541 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1e3 Visual ID=542 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1e4 Visual ID=543 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 1e5 Visual ID=544 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1e6 Visual ID=545 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 1e7 Visual ID=546 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 1e8 Visual ID=547 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1e9 Visual ID=548 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 1ea Visual ID=549 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1eb Visual ID=54a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 1ec Visual ID=54b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 1ed Visual ID=54c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1ee Visual ID=54d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 1ef Visual ID=54e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1f0 Visual ID=54f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 1f1 Visual ID=550 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1f2 Visual ID=551 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1f3 Visual ID=552 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 1f4 Visual ID=553 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1f5 Visual ID=554 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 1f6 Visual ID=555 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 1f7 Visual ID=556 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 1f8 Visual ID=557 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1f9 Visual ID=558 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1fa Visual ID=559 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 1fb Visual ID=55a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1fc Visual ID=55b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1fd Visual ID=55c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1fe Visual ID=55d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 1ff Visual ID=55e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 200 Visual ID=55f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 201 Visual ID=560 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 202 Visual ID=561 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 203 Visual ID=562 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 204 Visual ID=563 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 205 Visual ID=564 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 206 Visual ID=565 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 207 Visual ID=566 depth=24 class=TrueColor,
```

```
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 208 Visual ID=567 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 209 Visual ID=568 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 20a Visual ID=569 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 20b Visual ID=56a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 20c Visual ID=56b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 20d Visual ID=56c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 20e Visual ID=56d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 20f Visual ID=56e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 210 Visual ID=56f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 211 Visual ID=570 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 212 Visual ID=571 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 213 Visual ID=572 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 214 Visual ID=573 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 215 Visual ID=574 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 216 Visual ID=575 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 217 Visual ID=576 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

FBConfig ID: 218 Visual ID=577 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 219 Visual ID=578 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 21a Visual ID=579 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 21b Visual ID=57a depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 21c Visual ID=57b depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.

FBConfig ID: 21d Visual ID=57c depth=24 class=TrueColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 21e  Visual ID=57d  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 21f  Visual ID=57e  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 220  Visual ID=57f  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 221  Visual ID=580  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 222  Visual ID=581  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 223 Visual ID=582 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 224 Visual ID=583 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 225 Visual ID=584 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 226 Visual ID=585 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 227 Visual ID=586 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 228 Visual ID=587 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 229 Visual ID=588 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 22a Visual ID=589 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 22b Visual ID=58a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 22c Visual ID=58b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 22d Visual ID=58c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 22e Visual ID=58d depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 22f Visual ID=58e depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 230 Visual ID=58f depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 231 Visual ID=590 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 232 Visual ID=591 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 233 Visual ID=592 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 234 Visual ID=593 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 235 Visual ID=594 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 236 Visual ID=595 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 237 Visual ID=596 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 238 Visual ID=597 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 239 Visual ID=598 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23a Visual ID=599 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23b Visual ID=59a depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23c Visual ID=59b depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23d Visual ID=59c depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23e  Visual ID=59d  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 23f  Visual ID=59e  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 240  Visual ID=59f  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 241  Visual ID=5a0  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 242  Visual ID=5a1  depth=24  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 243 Visual ID=5a2 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 244 Visual ID=5a3 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 245 Visual ID=5a4 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 246 Visual ID=5a5 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 247 Visual ID=5a6 depth=24 class=TrueColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 248 Visual ID=5a7 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 249 Visual ID=5a8 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 24a Visual ID=5a9 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 24b Visual ID=5aa depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 24c Visual ID=5ab depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 24d Visual ID=5ac depth=24 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 24e Visual ID=5ad depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 24f Visual ID=5ae depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 250 Visual ID=5af depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 251 Visual ID=5b0 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 252 Visual ID=5b1 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 253 Visual ID=5b2 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 254 Visual ID=5b3 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 255 Visual ID=5b4 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 256 Visual ID=5b5 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 257 Visual ID=5b6 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 258 Visual ID=5b7 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 259 Visual ID=5b8 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 25a Visual ID=5b9 depth=24 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 25b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 25c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 25d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 25e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 25f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 260 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 261 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 262 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 263 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 264 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 265 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 266 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 267 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 268 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 269 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 26a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 26b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 26c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 26d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 26e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 26f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 270 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 271 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 272 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 273 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 274 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 275 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 276 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 277 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 278 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 279 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 27a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 27b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 27c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 27d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 27e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 27f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 280 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 281 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 282 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 283 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 284 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 285 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 286 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 287 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 288 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 289 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28a Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28b Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28c Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28d Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28e Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 28f Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 290 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 291 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 292 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 293 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 294 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 295 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 296 Visual ID=0 depth=0 class=TrueColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 297 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 298 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 299 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 29a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 29b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 29c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 29d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 29e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 29f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2a0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2a1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2a2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2a3 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2a4 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2a5 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2a6 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2a7 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2a8 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2a9 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2aa Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2ab Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2ac Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 2ad Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2ae Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 2af Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2b0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2b1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b3 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b4 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b5 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b6 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2b7 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2b8 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2b9 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2ba Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2bb Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2bc Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2bd Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2be Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2bf Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2c0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2c1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2c2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2c3 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c4 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c5 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c6 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c7 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c8 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2c9 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ca Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2cb Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2cc Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2cd Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ce Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2cf Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2d0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2d1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2d2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2d3 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 2d4 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 2d5 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2d6 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2d7 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2d8 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2d9 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2da Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2db Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2dc Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2dd Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2de Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2df Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2e0 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2e1 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2e2 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2e3 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2e4 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2e5 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2e6 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2e7 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2e8 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2e9 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 2ea Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 2eb Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ec Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ed Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ee Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ef Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2f0 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2f1 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2f2 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2f3 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f4 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f5 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f6 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f7 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f8 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 2f9 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2fa Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2fb Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2fc Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2fd Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2fe Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 2ff Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 300 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 301 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 302 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 303 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 304 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 305 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 306 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 307 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 308 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 309 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 30a Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 30b Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 30c Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 30d Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 30e Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 30f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 310 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 311 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 312 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 313 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 314 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 315 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 316 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 317 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 318 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 319 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 31a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 31b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 31c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 31d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 31e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 31f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 320 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 321 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 322 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 323 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 324 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 325 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 326 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 327 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 328 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 329 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 32f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 330 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 331 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 332 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 333 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 334 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 335 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 336 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 337 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 338 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 339 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 33a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 33b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 33c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 33d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 33e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 33f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 340 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 341 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 342 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 343 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 344 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 345 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 346 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 347 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 348 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 349 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 34a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=2 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 34b Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 34c Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 34d Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 34e Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 34f Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 350 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 351 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 352 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 353 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 354 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 355 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 356 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 357 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 358 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 359 Visual ID=0 depth=0 class=DirectColor, type=(none)
```

```
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 35a Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 35b Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 35c Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 35d Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 35e Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 35f Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 360 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 361 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 362 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 363 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 364 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 365 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 366 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 367 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 368 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 369 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 36a Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 36b Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 36c Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 36d Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 36e Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 36f Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 370 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 371 Visual ID=0 depth=0 class=DirectColor, type=(none)  
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 372 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 373 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 374 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 375 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 376 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 377 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 378 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 379 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 37a Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 37b Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 37c Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 37d Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 37e Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 37f Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 380 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 381 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 382 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 383 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 384 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 385 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 386 Visual ID=0 depth=0 class=DirectColor, type=(none)
bufferSize=30 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=10 greenSize=10 blueSize=10 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
```

Opaque.

```
FBConfig ID: 387 Visual ID=5ba depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
```

Opaque.

```
FBConfig ID: 388 Visual ID=5bb depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 389 Visual ID=5bc depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 38a  Visual ID=5bd  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 38b  Visual ID=5be  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 38c  Visual ID=5bf  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 38d  Visual ID=5c0  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 38e  Visual ID=5c1  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 38f Visual ID=5c2 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 390 Visual ID=5c3 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 391 Visual ID=5c4 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 392 Visual ID=5c5 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 393 Visual ID=5c6 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 394 Visual ID=5c7 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 395 Visual ID=5c8 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 396 Visual ID=5c9 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 397 Visual ID=5ca depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 398 Visual ID=5cb depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 399 Visual ID=5cc depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 39a Visual ID=5cd depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 39b Visual ID=22 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 39c Visual ID=5ce depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 39d Visual ID=5cf depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 39e Visual ID=5d0 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 39f Visual ID=5d1 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3a0 Visual ID=5d2 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3a1 Visual ID=5d3 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3a2 Visual ID=5d4 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3a3 Visual ID=5d5 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3a4 Visual ID=5d6 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3a5 Visual ID=5d7 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3a6 Visual ID=5d8 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3a7 Visual ID=5d9 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3a8 Visual ID=5da depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3a9 Visual ID=5db depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
    multiSample=4 multiSampleBuffers=1
    visualCaveat=None
    Opaque.
```

```
FBConfig ID: 3aa Visual ID=5dc depth=24 class=DirectColor,
type=window,pixmap,pbuffer
    bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
    multiSample=8 multiSampleBuffers=1
    visualCaveat=None
    Opaque.
```

```
FBConfig ID: 3ab Visual ID=5dd depth=24 class=DirectColor,
type=window,pixmap,pbuffer
    bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
    multiSample=2 multiSampleBuffers=1
    visualCaveat=None
    Opaque.
```

```
FBConfig ID: 3ac Visual ID=5de depth=24 class=DirectColor,
type=window,pixmap,pbuffer
    bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
    multiSample=4 multiSampleBuffers=1
    visualCaveat=None
    Opaque.
```

```
FBConfig ID: 3ad Visual ID=5df depth=24 class=DirectColor,
type=window,pixmap,pbuffer
    bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
    multiSample=8 multiSampleBuffers=1
    visualCaveat=None
    Opaque.
```

```
FBConfig ID: 3ae Visual ID=5e0 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
    bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
    rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
    auxBuffers=0 depthSize=16 stencilSize=0
    accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3af Visual ID=5e1 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3b0 Visual ID=5e2 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3b1 Visual ID=5e3 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3b2 Visual ID=5e4 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3b3 Visual ID=5e5 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3b4 Visual ID=5e6 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3b5 Visual ID=5e7 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3b6 Visual ID=5e8 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3b7 Visual ID=5e9 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3b8 Visual ID=5ea depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3b9 Visual ID=5eb depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3ba Visual ID=5ec depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3bb Visual ID=5ed depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3bc Visual ID=5ee depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3bd Visual ID=5ef depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3be Visual ID=5f0 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3bf Visual ID=5f1 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3c0 Visual ID=5f2 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3c1 Visual ID=5f3 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3c2 Visual ID=5f4 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3c3 Visual ID=5f5 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3c4 Visual ID=5f6 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3c5 Visual ID=5f7 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 3c6 Visual ID=5f8 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3c7 Visual ID=5f9 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 3c8 Visual ID=5fa depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3c9 Visual ID=5fb depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ca  Visual ID=5fc  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 3cb  Visual ID=5fd  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3cc  Visual ID=5fe  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 3cd  Visual ID=5ff  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ce  Visual ID=600  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 3cf Visual ID=601 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 3d0 Visual ID=602 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 3d1 Visual ID=603 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 3d2 Visual ID=604 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 3d3 Visual ID=605 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3d4 Visual ID=606 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3d5 Visual ID=607 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 3d6 Visual ID=608 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3d7 Visual ID=609 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 3d8 Visual ID=60a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 3d9 Visual ID=60b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3da Visual ID=60c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 3db Visual ID=60d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3dc Visual ID=60e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3dd Visual ID=60f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3de Visual ID=610 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3df Visual ID=611 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3e0 Visual ID=612 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3e1 Visual ID=613 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3e2 Visual ID=614 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3e3 Visual ID=615 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3e4 Visual ID=616 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3e5 Visual ID=617 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3e6 Visual ID=618 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3e7 Visual ID=619 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3e8 Visual ID=61a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3e9 Visual ID=61b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ea Visual ID=61c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3eb Visual ID=61d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ec Visual ID=61e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ed Visual ID=61f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 3ee Visual ID=620 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3ef Visual ID=621 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3f0 Visual ID=622 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3f1 Visual ID=623 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3f2 Visual ID=624 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3f3 Visual ID=625 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 3f4 Visual ID=626 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3f5 Visual ID=627 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3f6 Visual ID=628 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3f7 Visual ID=629 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3f8 Visual ID=62a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 3f9 Visual ID=62b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3fa Visual ID=62c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3fb Visual ID=62d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3fc Visual ID=62e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3fd Visual ID=62f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 3fe Visual ID=630 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 3ff Visual ID=631 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 400 Visual ID=632 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 401 Visual ID=633 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 402 Visual ID=634 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 403 Visual ID=635 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 404 Visual ID=636 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow  
Opaque.
```

```
FBConfig ID: 405 Visual ID=637 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 406 Visual ID=638 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow  
Opaque.
```

```
FBConfig ID: 407 Visual ID=639 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 408 Visual ID=63a depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow  
Opaque.
```

```
FBConfig ID: 409 Visual ID=63b depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 40a  Visual ID=63c  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 40b  Visual ID=63d  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 40c  Visual ID=63e  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 40d  Visual ID=63f  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 40e  Visual ID=640  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 40f Visual ID=641 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 410 Visual ID=642 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 411 Visual ID=643 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 412 Visual ID=644 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 413 Visual ID=645 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 414 Visual ID=646 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 415 Visual ID=647 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 416 Visual ID=648 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 417 Visual ID=649 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 418 Visual ID=64a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 419 Visual ID=64b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 41a Visual ID=64c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 41b Visual ID=64d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 41c Visual ID=64e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 41d Visual ID=64f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 41e Visual ID=650 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 41f Visual ID=651 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 420 Visual ID=652 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 421 Visual ID=653 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 422 Visual ID=654 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 423 Visual ID=655 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 424 Visual ID=656 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 425 Visual ID=657 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 426 Visual ID=658 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 427 Visual ID=659 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 428 Visual ID=65a depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1  
visualCaveat=None  
Opaque.
```

```
FBConfig ID: 429 Visual ID=65b depth=24 class=DirectColor,  
type=window,pixmap,pbuffer  
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 42a  Visual ID=65c  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 42b  Visual ID=65d  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 42c  Visual ID=65e  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 42d  Visual ID=65f  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 42e  Visual ID=660  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 42f Visual ID=661 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 430 Visual ID=662 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 431 Visual ID=663 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 432 Visual ID=664 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 433 Visual ID=665 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 434 Visual ID=666 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 435 Visual ID=667 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 436 Visual ID=668 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 437 Visual ID=669 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 438 Visual ID=66a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 439 Visual ID=66b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 43a Visual ID=66c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 43b Visual ID=66d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 43c Visual ID=66e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
```

```
FBConfig ID: 43d Visual ID=66f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 43e Visual ID=670 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 43f Visual ID=671 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 440 Visual ID=672 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 441 Visual ID=673 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 442 Visual ID=674 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 443 Visual ID=675 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 444 Visual ID=676 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 445 Visual ID=677 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 446 Visual ID=678 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 447 Visual ID=679 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 448 Visual ID=67a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 449 Visual ID=67b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 44a  Visual ID=67c  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 44b  Visual ID=67d  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 44c  Visual ID=67e  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
```

```
FBConfig ID: 44d  Visual ID=67f  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 44e  Visual ID=680  depth=24  class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 44f Visual ID=681 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 450 Visual ID=682 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 451 Visual ID=683 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 452 Visual ID=684 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 453 Visual ID=685 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=0 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 454 Visual ID=686 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 455 Visual ID=687 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 456 Visual ID=688 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 457 Visual ID=689 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 458 Visual ID=68a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 459 Visual ID=68b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 45a Visual ID=68c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 45b Visual ID=68d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 45c Visual ID=68e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 45d Visual ID=68f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 45e Visual ID=690 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 45f Visual ID=691 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 460 Visual ID=692 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 461 Visual ID=693 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 462 Visual ID=694 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 463 Visual ID=695 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
```

```
FBConfig ID: 464 Visual ID=696 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 465 Visual ID=697 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 466 Visual ID=698 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 467 Visual ID=699 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 468 Visual ID=69a depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 469 Visual ID=69b depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 46a Visual ID=69c depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 46b Visual ID=69d depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 46c Visual ID=69e depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 46d Visual ID=69f depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 46e Visual ID=6a0 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 46f Visual ID=6a1 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 470 Visual ID=6a2 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 471 Visual ID=6a3 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 472 Visual ID=6a4 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 473 Visual ID=6a5 depth=24 class=DirectColor,  
type=window,pixmap,pbuffer
```

```
bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 474 Visual ID=6a6 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=2 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 475 Visual ID=6a7 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=4 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 476 Visual ID=6a8 depth=24 class=DirectColor,
type=window,pixmap,pbuffer
  bufferSize=24 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=0 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=8 multiSampleBuffers=1
  visualCaveat=None
  Opaque.
FBConfig ID: 477 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
  bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 478 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
  bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
  multiSample=0 multiSampleBuffers=0
  visualCaveat=Slow
  Opaque.
FBConfig ID: 479 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
  bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 47a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 47b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 47c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 47d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=0 multiSampleBuffers=0  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 47e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16  
multiSample=0 multiSampleBuffers=0  
visualCaveat=Slow
```

Opaque.

```
FBConfig ID: 47f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=16 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 480 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 481 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 482 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 483 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 484 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 485 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 486 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 487 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 488 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 489 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 48a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
```

```
multiSample=0 multiSampleBuffers=0
```

```
visualCaveat=Slow
```

```
Opaque.
```

```
FBConfig ID: 48b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=8
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 48c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 48d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 48e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=16 greenSize=16 blueSize=16 alphaSize=16
multiSample=0 multiSampleBuffers=0
visualCaveat=Slow
Opaque.
FBConfig ID: 48f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 490 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 491 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 492 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 493 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 494 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 495 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 496 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 497 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=0 stencilSize=0  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 498 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 499 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 49a Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 49b Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 49c Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 49d Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 49e Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 49f Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 4a0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=16 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 4a1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 4a2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

```
Opaque.
```

```
FBConfig ID: 4a3 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
```

```
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0
```

```
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
```

```
auxBuffers=0 depthSize=24 stencilSize=0
```

```
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```



```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a4 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a5 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a6 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a7 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a8 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4a9 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1  
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4aa Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4ab Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4ac Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=0 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=8 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4ad Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=2 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4ae Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0  
multiSample=4 multiSampleBuffers=1
```

```
visualCaveat=None
```

Opaque.

```
FBConfig ID: 4af Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer  
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0  
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N  
auxBuffers=0 depthSize=24 stencilSize=8  
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4b0 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=2 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4b1 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=4 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4b2 Visual ID=0 depth=0 class=DirectColor, type=pixmap,pbuffer
bufferSize=16 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=5 greenSize=6 blueSize=5 alphaSize=0 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=8 multiSampleBuffers=1
visualCaveat=None
Opaque.
FBConfig ID: 4b3 Visual ID=6a9 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4b4 Visual ID=6aa depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4b5 Visual ID=6ab depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
```

```
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4b6 Visual ID=6ac depth=32 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4b7 Visual ID=6ad depth=32 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4b8 Visual ID=6ae depth=32 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=16 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4b9 Visual ID=6af depth=32 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4ba Visual ID=6b0 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
```

```
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4bb Visual ID=6b1 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4bc Visual ID=6b2 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4bd Visual ID=7a depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4be Visual ID=6b3 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=N
auxBuffers=0 depthSize=24 stencilSize=8
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
FBConfig ID: 4bf Visual ID=6b4 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
auxBuffers=0 depthSize=0 stencilSize=0
accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
multiSample=0 multiSampleBuffers=0
visualCaveat=None
Opaque.
```

```
FBConfig ID: 4c0 Visual ID=6b5 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 4c1 Visual ID=6b6 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=0 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 4c2 Visual ID=6b7 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 4c3 Visual ID=6b8 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 4c4 Visual ID=6b9 depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=16 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
FBConfig ID: 4c5 Visual ID=6ba depth=32 class=TrueColor,
type=window,pixmap,pbuffer
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
```



```
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 4c6  Visual ID=6bb  depth=32  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 4c7  Visual ID=6bc  depth=32  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=0
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 4c8  Visual ID=6bd  depth=32  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=0 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 4c9  Visual ID=6be  depth=32  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
  multiSample=0 multiSampleBuffers=0
  visualCaveat=None
  Opaque.
```

```
FBConfig ID: 4ca  Visual ID=6bf  depth=32  class=TrueColor,
type=window,pixmap,pbuffer
```

```
  bufferSize=32 level=0 renderType=rgba doubleBuffer=1 stereo=0
  rgba: redSize=8 greenSize=8 blueSize=8 alphaSize=8 float=N sRGB=Y
  auxBuffers=0 depthSize=24 stencilSize=8
  accum: redSize=0 greenSize=0 blueSize=0 alphaSize=0
```

```
multiSample=0 multiSampleBuffers=0  
visualCaveat=None  
Opaque.
```

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