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:
    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

504 GLX Visuals
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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