Subject: Re: Using IDL via MacX Macintosh server
Posted by 8015 on Tue, 17 May 1994 21:35:24 GMT
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In article <tonym.1119587059A@llyene.jpl.nasa.gov>,
Tony Mannucci <tonym@lurleen.jpl.nasa.gov> wrote:
> Frequent crashes

Well, it's not a whole lot of words, but it says plenty...

Anyway, here are some of the things that I do while trying to keep MacX and
IDL from killing each other (and me from killing either of them):

1. Do my best not to exit IDL. Unfortunately, some things seem to be
    unrecoverable and cannot be remedied with the "retall" and
    "xmanager" calls.

. Switch to eXodus. (unconfirmed)

A. Remove "device" calls in $IDL_STARTUP.

3) Don't develop using widgets, images or graphics.

- Remove "loadct" calls when not needed. I used to use them to put
   the color map in a known state. Now, I hope it comes up in a decent
   state. It's especially frightening when it comes up in Indiana.

ii. Go the MacOS and reset the monitors control panel to set the
    Macintosh color map to a known state.

o   Kick someone off of the Unix system and use that until I get a
    particularly troublesome piece of graphics code working.

I. Develop colorful language for when all of the above makes no
   difference and the all-mighty computer gods decide I need a break.

Some or none of this works, it's hard to tell. I think it helps, but
maybe that's because I want to pretend I have a little control over
what's happening. I can confirm that the last one works quite well.

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