Subject: Re: Using IDL via MacX Macintosh server
Posted by fredrick on Wed, 25 May 1994 13:47:11 GMT

In article <2rbdas$aes@hacgate2.hac.com> 8015@sbjse0.sbrc.hac.com (Mike Schienle) writes:
> 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)

We switched to eXodus for this and other reasons and have enjoyed success
as far as the IDL/Mac crashes go. However, the important thing seems to
be not to use the window manager that comes with either MacX, eXodus, or
in the case of PC's, XVision. Rather, we run "mwm" from the server which
runs IDL -- once we started doing that we haven't experienced a single IDL
related crash.

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

We are able to develop using widgets, images, and so forth with eXodus
running "mwm" from the UNIX server.

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

I still use #I liberally :-) but can no longer blame the Macintosh
environment for my IDL programs' failures.

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