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Subject: Re: IDL crashing badly on my solaris 8 system  
Posted by [Jonathan Joseph](#) on Wed, 01 Aug 2001 19:44:04 GMT  
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Eureka!

Well, I had the notion that it might possibly have something to do with hardware rendering (which I didn't realize was turned on by default).

Once I figured out how to toggle to software rendering (in IDLDE preferences) BINGO, it worked beautifully.

So, 2 questions:

- 1) is there a similar way to turn off hardware rendering from the IDL prompt (not in IDLDE mode)?
- 2) what can I do to get hardware rendering working on this machine? and is it worth it?

OK, that's really 3 questions.

Thanks a bunch.

-Jonathan

Jonathan Joseph wrote:

- >
- > Still crashing the CDE session - but I now have more info.
- >
- > Both Peter Clinch and RSI very promptly (thank you) suggested that
- > I select C Posix from the language menu at the login screen.
- > Unfortunately, this did not solve my problem.
- >
- > It turns out that the font error messages may have been
- > a red herring. After questionnig the student, I
- > discovered that his problem resulting in a bunch of font error messages
- > followed by a crash of IDL, and the IDL crash that crashed the whole CDE
- > session were two distinct problems. Perhaps the C-Posix idea
- > will fix font problem crash, but I'll worry about that later.
- >
- > We found that we could easily reproduce the CDE session crash by
- > typing the following command:
- >
- > IDL> xplot3d,[1],[1],[1]
- >
- > So, I did a little digging to see if I could find the

> exact line in xplot3d.pro that caused the crash. And I could.  
> It turned out to be the line:  
>  
> oWindow->Draw, oScene  
>  
> I then tried running one of my own object graphics programs, and  
> it also killed the CDE session (presumably at the draw command,  
> but I didn't verify that).  
>  
> So, the problem seems closely tied to using object graphics.  
> Can anyone out there make an educated guess as to how this  
> might result in a crash of the CDE session?  
>  
> I've crashed the session using either IDL 5.3 or 5.4, so if it's  
> an IDL bug it's not a new 5.4 problem.  
>  
> Thanks for any input.  
>  
> -Jonathan

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