Subject: Re: Using IDL via MacX Macintosh server
Posted by tonym on Wed, 19 Oct 1994 22:29:28 GMT

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