Subject: Re: IDL demo bug in 5.6 on MAC OS 10.2. YES is is broken
Posted by michele.zundo on Tue, 04 Feb 2003 10:50:26 GMT
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Dear Karl,

 A very big thanks !!!. This will impress many of my colleagues.

Regards

"Karl Schultz" <kNOSPAMschultz@rsinc.com> wrote in message
news:<b1ebiljdv1@news.rsinc.com>...
> "Michele Zundo" <michele.zundo@esa.int> wrote in message
> news:48b094e1.0301310126.a459b8a@posting.google.com...
>> Yes, I can confirm it.
>>
>> IDL 5.6 demo crashes on all our machines (ranging from G3 iBook to G4
>> desktop).
>>
>> Our setup :
>>
>> MacOS 10.2.3
>> X11 libraries from Apple (not XDarwin but it should be the same)
>> IDL 5.6
>>
>> How to make it crash:
>>
>> 1) start X11
>> 2) type in Xterm   mypath/idl/idldemo
>> 3) the demo windows starts OK but some of the demo e.g. Orbiting
>> Satellite, flythrough, thunderstorm consistently crash. (my guess is
>> that are invoking a specific routine which is broken.
>>
>> ***** IDL crash log
>>
>> Thread 0 Crashed:
>> #0   0x960a0b78 in x_hash_table_lookup
>> #1   0x96085404 in glXSwapBuffers
>
> Apple's X server is currently a Beta version. It has a lot of known
> problems, including this one with its OpenGL support. We reproduced this
> exact same crash and submitted the problem to Apple. They say that it has
> been fixed for the next release. Apple isn't saying when the next release
> will be available.
>
> It seems to work for some object graphics programs and not for others. I
> think that the common characteristic of the programs that fail is that they

> use more than one object graphics window. I suspect that they have/had a
> bug with multiple context support. But that is only a guess and the actual
> problem and symptoms may be more or less severe.
>
> Please see the following Tech Tip. It explains the situation and how you
> can configure your IDL installation to avoid using Apple's currently broken
> OpenGL support.
>
> http://www.rsinc.com/services/techtip.asp?ttid=3444
>
> Hopefully Apple will release a new version soon. I'm looking forward to
> seeing OpenGL hardware accelleration on OS X - the glimpses we've seen so
> far have looked promising. Again, the problem is in the X Server and/or the
> libraries that are dynamically linked with IDL. You should be able to
> install the fixed X server and libs without needing to update IDL, except
> for backing out any configuration workarounds explained in the Tech Tip.
>
> Karl