
Subject: Re: X11 0.2.1,OpenGL and IDL object Graphics
Posted by [Rick Towler](#) on Sun, 16 Feb 2003 07:31:10 GMT
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Have you seen Karl's post regarding this?

You can find the entire thread by googling for: "IDL demo bug in 5.6 on MAC 10.2 YES is is broken".

-Rick

Update:

Apple has released Beta 0.2.1 of the X server, which fixes the problem described below (Object Graphics crashing with hardware rendering). I installed this beta and ran some tests. I'm very impressed with the result. For example, if you run "demo_tour", you'd better not blink during the first part of the Object World demo, or you'll miss it!!!!

So, IDL 5.6 works well "out of the box" with Apple's Beta 0.2.1 release of the X server. RSI has not done any official testing of this configuration, but things look pretty promising after some initial trials.

Please keep in mind that the Apple X server is still beta and that there are still lots of issues, mostly relating to integrating with the desktop and some other applications. But this seems to be a release that is good enough to use IDL with Object Graphics hardware rendering, particularly if you are OK with trying out beta software.

If you install this beta version to replace beta 0.1, be sure to remember to back out any workarounds that you put in place to avoid using hardware rendering. For example, remove the "Idl.renderer:1" setting in your X defaults file. The RSI tech tip referenced below has also been updated.

Big kudos to Apple for supporting an X server and really going all out with this beta program.

Karl

"boccio" wrote in

>
> Configuration:
>
> Macintosh G4 733 MHz
> 768 MB RAM
> Mac OSX V10.2.4
> IDL V5.6
> AGP graphics
> NVidia GeForce2 MX card - 32 MB
> Apple X11 V0.2.1
>
> Problem:
>
> Set hardware OpenGL rendering in Preferences.
>
> Crashes on any Object Graphics code
> including DEMO - Object World
> or my own codes.
>
> Works fine with Software Rendering.
>
> Is Hardware OpenGL supposed to work yet?
