
Subject: Re: IDL demo bug in 5.6 on MAC OS 10.2. YES is is broken
Posted by [Jonathan Greenberg](#) on Fri, 14 Feb 2003 03:04:33 GMT
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I agree -- I sent RSI some updates for Apple's X11 -- anyone with v. 0.2 should update immediately to 0.2.1 (if for no other reason than to recover the default quartz-wm instead of tvm, which was slow and crashy). It is fast -- I am so happy to finally be able to run envi and idl natively, instead of in classic (and I can return that stupid USB dongle at long last!)

Have you (Karl) or anyone else managed to access Aqua fonts yet via IDL? I was under the impression Apple was going to try to link the available Aqua fonts to X11, although this might be a pipe dream. It'll also be nice to see if they can modify the default color scheme of X11 to match Aqua...

--j

On 2/13/03 10:24 AM, in article
e6f1f318.0302131024.3287339e@posting.google.com, "Karl Schultz"
<kws@frii.com> wrote:

> 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

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> with this beta program.
>
> Karl
>
> michele.zundo@esa.int (Michele Zundo) wrote in message
> news:<48b094e1.0302040250.3adfeede@posting.google.com>...
>> Dear Karl,
>>
>> A very big thanks !!! This will impress many of my colleagues.
>>
>> Regards
>>
>>
>> "Karl Schultz" <kNOSPAMschultz@rsinc.com> wrote in message
>> news:<b1ebil$jdvd$1@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.
>>>
>>>

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>>> 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 acceleration 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
