
Subject: Re: IDL demo bug in 5.6 on MAC OS 10.2. YES is broken
Posted by [kws](#) on Thu, 13 Feb 2003 18:24:33 GMT

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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

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\$jdvs\$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.

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>>>
>>> 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 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.

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>>
>> Karl
