
Subject: Re: X11 0.2.1,OpenGL and IDL object Graphics
Posted by [Karl Schultz](#) on Tue, 18 Feb 2003 21:34:57 GMT
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This is the first time I've heard of a crash with 0.2.1. It would be interesting to know if it was the X server or IDL that crashes. Both of your postings on this thread just say "crash". If just IDL crashed, you'd pop back to your shell prompt in your xterm. If the X server crashed, all of your X windows would go away, and X would leave your taskbar. This bit of information is very useful for continuing the investigation.

Crashing apps generally leave a crash log file someplace on your system. I'd be happy to take a look at it.

I noticed that you are on OS X 10.2.4. I am on 10.2.3. It is possible that upgrading to 10.2.4 broke something. If X is crashing, then perhaps Apple needs to release an updated beta. I have not seen anything on the Apple X11 mailing list yet. If IDL is crashing, then something changed in 10.2.4 that IDL couldn't deal with. But I think that the more likely scenario is that the X11 beta needs updating to work with 10.2.4 because the low-level code that does the hardware graphics acceleration is much more sensitive to OS changes than applications like IDL. Also, you say that software rendering works, so that makes it even less likely that IDL is having trouble with 10.2.4.

How hard is it for you to stay at 10.2.3? The X11 beta code may simply require 10.2.3 and only 10.2.3.

Karl.

"boccio" <boccio@swarthmore.edu> wrote in message
news:boccio-7D1372.12163216022003@cnews.newsguy.com...
> In article <4a097d6a.0302160143.27bbcb4c@posting.google.com>,
> MKatz843@onebox.com (M. Katz) wrote:
>
> No luck with these ideas. I already have such file and the look the same
> as your suggestions.
>
> I removed and reinstalled everything on the 733 MHz system and on a dual
> 1.25 GHz system.
>
> No luck.
>
> Same problem.
>
> Setting Hardware OpenGL in preferences crashes demo in Object-World etc.
>
> Any other ideas appreciated.

>
> John Boccio
> boccio@swarthmore.edu
