Subject: Re: X11 0.2.1,OpenGL and IDL object Graphics
Posted by Karl Schultz on Tue, 25 Feb 2003 15:28:16 GMT

"Karl Schultz" <kschultz_no_spam@rsinc.com> wrote in message
news:b30ac4lgn1@news.rsinc.com...
>
> I dug a bit more and found that the IDLDE is crashing with the hw accel
> OpenGL. I have to admit that I didn't suspect this, thinking that if
> command line IDL worked with hw accel, then the IDLDE should too.
>
> I'll submit a bug report to Apple. Hopefully they'll do another beta
> release and this fix will be part of it. It turns out that this
particular
> problem is very similar to the first problem (in beta 0.1) that they fixed
> that made command line IDL work. So, I have a feeling that they have a
bit
> more work to do in this area. All I can suggest is using software
rendering
> if you must use the IDLDE.

Here is another workaround. It appears that the root cause of the crash is
that the IDLDE detaches itself from the controlling terminal process. This
messes up the X and GL connections during the process fork. The Apple guys
are looking at it.

You can add:

idlde*backgroundIdl: False

to your .idlde file to keep the idlde from forking. This will let you use
hardware acceleration while using the idlde.

Karl