
Subject: Re: IDL 5.6 OSX X11 object graphics crash..
Posted by [george](#) on Mon, 17 Mar 2003 19:52:43 GMT
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george@red-ochre.net (George millward) wrote in message
news:<3f140899.0303170723.308f7cf3@posting.google.com>...

> Hi there,
>
> Does anyone know why IDL crashes when trying to draw an object graphic
> window ?
> The problem occurs when using the new Apple X11 program - but does not
> happen if you use Orobor OSX
>
> OSX X11 performs fine for Direct graphics -
>
> Any ideas ?
>
> Cheers,
>
> George Millward.

I found the answer to this in another thread. The problem only occurs
with IDLDE. A workaround is to add the line:

```
idlde*backgroundIdl: False
```

into the file .idlde

You seem to need to do this every time you run IDLDE.

I now have full OpenGL graphics for my object windows...

George.
