Subject: Re: IDL 5.6 OSX X11 object graphics crash..
Posted by Karl Schultz on Mon, 17 Mar 2003 17:05:08 GMT
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"George millward" <george@red-ochre.net> 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 ?

Make sure that you are using the 0.2.1 version of the Apple X11 Beta.

Also, there is a known problem with using the IDLDE with this version of the
Beta. IDL works fine using Object Graphics from the command line. There
are a few workarounds:

- Don't use the IDLDE.
- Use software rendering for object graphics (renderer=1)
- Prevent the IDLDE from forking: (put "idlde*backgroundIdl: False" in your
.idlde file) You can then start the IDLDE with "idlde&" to achieve the same
effect.

There is more information on all this in this newsgroup (thread: X11 0.2.1,
OpenGL and IDL object Graphics) and in the RSI Tech Tips.

Karl