
Subject: Re: G4-related problem

Posted by [Kenneth P. Bowman](#) on Mon, 11 Aug 2003 15:40:24 GMT

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In article <bh8393\$2as\$1@surz18.uni-marburg.de>,
Rudi Schafer <rudi.schaefer@physik.uni-marburg.de> wrote:

> Hi.

>

> I recently discovered a very nasty problem on my G4 (2*867, Mac OS X
> 10.2.6) running IDL 5.6.

There is a known problem with IDL running on Mac OS X 10.2. It appears
as memory corruption when working with large arrays.

When I get to the office I'll try to post some additional information.

RSI claims that the problem disappears under OS X 10.3, suggesting that
it is an OS (library?) problem, but they have not pin-pointed the bug.
They have suggested that it has something to do with XDarwin (X windows
emulator based on XFree86), but I see the problem even when my IDL codes
do no graphics and XDarwin is not running. I run eXodus on my own
machine and still see the problem there.

We currently are not doing any real calculations on our Macs. This is a
serious problem for us, but fortunately we do have some other
architectures to crunch numbers on.

Ken Bowman
