
Subject: Re: Installing IDL 6.0 on Mac OS X
Posted by [MKatz843](#) on Fri, 05 Sep 2003 00:30:18 GMT
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adams_forum@yahoo.ca (Adam) wrote in message
news:<6f1027e6.0309030829.854e896@posting.google.com>...
> I've read in the IDL documentation that a software requirement for IDL
> 6.0 on a Mac is the X11 window manager which can be downloaded from
> Apple's website. Is this the same as OroborosX? This computer
> currently has OroborosX which runs IDL from within it, but I was
> wondering if there might be a simpler, cleaner way to do it now with
> IDL 6.

Search this newsgroup for posts on X11 and Mac and you'll find a lot of information on this. Check the dates, though, since things were changing rapidly around the time Apple introduced its X11 earlier this year.

This is one really-long URL:
<http://groups.google.com/groups?hl=en&lr=&ie=ISO-8859-1&q=X11+Mac+group%3Acomp.lang.idl-pvwave&btnG=Google+Search>

I use Apple's X11 on Mac OS X 10.2.6 to run IDL 5.6 every day and I haven't had a single problem with it. Certainly, never any bombs or crashes in 8 or 9 months, and I run big, intensive calculations and both object and direct graphics, with widget applications and the whole enchalada.

Only two issues to mention. With individual direct graphics windows, there's an odd quirk where the window position can jump around if you click and drag on the window. That may already be fixed in IDL 6.0 or Panther's re-release of X11 coming soon.

Also, there was a strange IDL 5.6, G4-processor, and OS 10.2.6 problem that causes IDL to drop values from some arrays at intervals. A solution was posted to this newsgroup. If you search for "G4-specific bug" in google groups, this newsgroup, you'll find the thread.

M. Katz
