Subject: Re: itools error
Posted by Karl Schultz on Thu, 09 Oct 2003 15:01:11 GMT
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<krijger@astro.uu.nl> wrote in message
news:3fb11ca9.0310090542.1f8ab30@posting.google.com...
> Here at work, I am the only one interested into the new itools, yet
> when running idl (linux) I get the following errors and the axis are
> unreadable.
> Did anyone have the same problem?
>
> IDL> iplot,findgen(100)
> % Loaded DLM: PNG.
> % Compiled module: XMANAGER.
> % Loaded DLM: IPTOOL.
> % Compiled module: GET_SCREEN_SIZE.
> % Compiled module: REVERSE.
> % Compiled module: CVTTOBM.
> % Compiled module: IDENTITY.
> % Compiled module: STRSPLIT.
> % Compiled module: UNIQ.
> IDL> Failed to upload texture, sz 128
> Memory heap (nil):
> heap == 0
> End
> of memory blocks
> Failed to upload texture, sz 512
> Memory heap (nil):
> heap == 0
> End
> of memory blocks
>

I checked, and I don't think that IDL or iTools is capable of generating
these messages. My best guess is that these are some sort of debugging or
error messages coming out of your linux OpenGL driver. David's advice is
good; whenever you suspect a graphics driver problem, try using software
rendering. I would also look really hard for an upgrade for your drivers.
If the drivers are bad enough that you'd like to abandon hardware rendering
completely for IDL on your system, find the gl_driver.so module in your IDL
binary directory and move/rename it.

A couple of things changed in IDL 6.0 that may be of interest here. The
Object Graphics IDLgrText object now renders text by using texture mapping,
and that's why the innocent-looking iPlot command really does use textures,
even though there isn't a texture-mapped object like a surface in sight.
This will tend to exercise the texture mapping hardware and software in an
OpenGL system more than it used to, and that's part of what might be

exposing this problem in your driver.  You might want to try some simpler tests like "XOBJVIEW, OBJ_NEW('IDLgrAxis')"  or "XOBJVIEW, OBJ_NEW('IDLgrText', "Hello", RENDER_METHOD=0)" and play with different values of RENDER_METHOD (0=texture, 1=triangles), just to try to learn more about the problem.

IDL 6.0 on linux also is now more likely to take advantage of hardware-accelerated OpenGL.  Although the entire hardware GL on linux story has gotten much better in the past year, there are still some "bleeding-edge" drivers out there that are not quite mature yet.  We've had good results here at RSI with a few configurations, such as nVidia and ATI drivers on RedHat 8 and 9 platforms.  But in a lot of cases with newer drivers, you're not always guaranteed to get results as good as we have seen.

It might be helpful if you could post more details about your configuration, including graphics hardware, linux distro and version, XFree86 version, and OpenGL driver version.  Perhaps someone else has already worked through this.

Karl

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