
Subject: Re: IDL6.0 and Mac OS 10.3

Posted by [profxtjb](#) on Mon, 15 Dec 2003 19:24:13 GMT

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"Richard G. French" <rfrench@wellesley.edu> wrote in message
news:<BC031785.129B%rfrench@wellesley.edu>...

- > Now for my question - I've heard some horror stories about problems
- > installing Panther on existing systems. Has anyone out there upgraded from
- > 10.2 to 10.3 on a PowerBook G4? Any problems with the upgrade or with IDL?

I purchased the Panther CD and upgraded to Panther on my 17-inch G4 without serious mishap. I have had a LOT of trouble with the Apple Software Update over the network. It seems to correlate with my brief episodes of nastiness with the new machine, so I do not use it anymore if I can help it.

With IDL use, I had a few headaches -- related to getting my `csh.cshrc` replaced (with default) during the Panther upgrade. I had to go back in and slip in the IDL-specific lines.

At the same time, I entered a line to enable keycode 66 to operate as 'Alt_L'. This makes the Alt key work normally. Alt-x is now the usual editing 'cut' etc. IDL was a pain in the neck without that Alt key!

Making use of the virtual machine is important to me, so what I have been working on the last few days has to do with the VM having arguments with X11 and OpenGL. E.g., One of my graphics objects practice programs runs good in `idlde` but did not run completely in the vm; it opened the draw widget but no image. As an experiment, I started up the x-window in Pseudo Color, with color depth 8, and the same object graphics project gets the image but the trackball doesn't work (no OpenGL, I guess). I did try out a simple widget program with 2D direct graphics, and it worked fine in VM. I think I will get it sorted out eventually.

I suppose there will be more headaches, but those are the ones I have encountered. Some small and some bigger.

-Thomas
