
Subject: Re: Student Edition & Object Graphics
Posted by [Chris Lee](#) on Thu, 22 Jan 2004 10:48:33 GMT
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In article

<Pine.LNX.4.44.0401211417120.18555-100000@moriarty.atm.ox.ac.uk>, "Randall Skelton" <rhskeltonatmoxacuk@nospam.org> wrote:

> Greetings all,
> I've largely moved away from using IDL for anything other than graphics,
> hence my absense from the group for a while... Nevertheless, I
> purchased the student edition of IDL just before Christmas so I can plot
> the final figures for my thesis but it seems I cannot run any object
> graphics code? I am running IDL 5.6, 6.0 and 5.6se under OS X (10.3)
> with Apple X11 and code that works fine runing the either 5.6 or 6.0
> (full version) but fails to work with the student edition? Even the RSI
> object example code fails after each object window is drawn!!
> <snip>
> % X windows protocol error: BadMatch (invalid parameter attributes). % X
> windows protocol error: BadWindow (invalid Window parameter). Sadly,
> this looks rather similar to the IDL 6.0 object graphics under unix VM
> bug I've encountered.
> <snip>
> Cheers,
> Randall

Hi,
There's a post on the newsgroup titled
"It's official: Object graphics won't work in VM on UNIX platforms"
which might help.

One of the workrounds suggested by RSI is to force IDL into software rendering
by changing the filename of gl_driver.so to gl_driver.bak.

Chris.
