
Subject: Student Edition & Object Graphics

Posted by [Randall Skelton](#) on Wed, 21 Jan 2004 14:28:22 GMT

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Greetings all,

I've largely moved away from using IDL for anything other than graphics, hence my absence 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 running 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!!

cinqueterre [1:50pm] skelton [~] idl

IDL Student Edition 5.6, Mac OS X (darwin ppc m32). (c) 2002, Research Systems, Inc.

Installation number: 001.

Licensed for use by: IDL Student Version

IDL> test_surface

% Compiled module: TEST_SURFACE.

% Compiled module: DIST.

% 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.

IDL> help, /device

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Current graphics device: X

Server: X11.0, The XFree86 Project, Inc, Release 40300000

Display Depth, Size: 24 bits, (1280,854)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Private, 16777216 colors. Translation table: Enabled

Graphics pixels: Decomposed, Dither Method: Ordered

Write Mask: 16777215 (decimal) ffffff (hex)

Graphics Function: 3 (copy)

Current Font: <default>, Current TrueType Font: <default>

Default Backing Store: Req from Server.

As always, direct graphics works fine. Does anyone have any ideas how to get around this?

Cheers,

