Subject: Re: IDL 6.0.x crashes on mac os x?
Posted by mperrin+news on Fri, 30 Apr 2004 22:43:50 GMT
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Kenneth Bowman <k-bowman@null.tamu.edu> wrote:
> In article <eda30d78.0404301420.4b79e3b2@posting.google.com>,
>  GrahamWilsonCA@yahoo.ca (Graham) wrote:
>
>>  Is anyone else having problems getting IDL to behave with Apple's X11
>>  using object graphics?  As it stands, I cannot get IDL to display
>>  fonts using David's fsc_surface program.  Likewise, a while a
>>  left-click will rotate the surface on my linux machines, it crashes
>>  X11 under os x which takes IDL with it!
>
> I've been using OS X 10.3.3 and Apple's X11 with XVOLUME with no
> problems on both my Powerbook and my G4.  I can drag and rotate with the
> left button (Microsoft 2-button mouse).  I have "emulate three button
> mouse" checked in X11 preferences.  There isn't really anything else to
> configure in X11.
>
> It must be fsc_surface.   ;-)

Nope. :-) fsc_surface works just fine for me - OS X 10.3.3 and Apple's
X11 on a PowerBook G4.

 - Marshall