
Subject: IDL 6.0.x crashes on mac os x?

Posted by [GrahamWilsonCA](#) on Fri, 30 Apr 2004 22:20:51 GMT

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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!

Exception: EXC_BAD_ACCESS (0x0001)

Codes: KERN_INVALID_ADDRESS (0x0001) at 0xc0000000

Thread 0 Crashed:

```
0  GLEngine          0x0063d48c 0x605000 + 0x3848c
1  libidl.6.0.dylib  0x018e4b94 IDL_GrSurfaceDrawSelf + 0x44f0
2  libidl.6.0.dylib  0x01b68d20 IDL_ObjCallMethod + 0x4c4
3  libidl.6.0.dylib  0x0187c844 igSrcDestObjCallMethod + 0xac
4  libidl.6.0.dylib  0x01907354 IDL_GrGraphicDraw + 0x4d4
5  libidl.6.0.dylib  0x01b68d20 IDL_ObjCallMethod + 0x4c4
6  libidl.6.0.dylib  0x0187c844 igSrcDestObjCallMethod + 0xac
7  libidl.6.0.dylib  0x0190b550 IDL_GrContainerDraw + 0x2c4
8  libidl.6.0.dylib  0x0184cb40 IDL_GrModelDraw + 0x490
9  libidl.6.0.dylib  0x01b68d20 IDL_ObjCallMethod + 0x4c4
10 libidl.6.0.dylib  0x0187c844 igSrcDestObjCallMethod + 0xac
11 libidl.6.0.dylib  0x0190b550 IDL_GrContainerDraw + 0x2c4
12 libidl.6.0.dylib  0x018cfd08 IDL_GrViewDraw + 0x284
13 libidl.6.0.dylib  0x01b68d20 IDL_ObjCallMethod + 0x4c4
14 libidl.6.0.dylib  0x0187c844 igSrcDestObjCallMethod + 0xac
15 libidl.6.0.dylib  0x01877de0 IDL_GrSrcDestDraw + 0x43c
16 libidl.6.0.dylib  0x01a18c88 interpreter + 0x3708
17 libidl.6.0.dylib  0x01b8b2b4 IDL_Executive + 0xdb0
18 libidl.6.0.dylib  0x01a1d3b0 IDL_InterpCallFromSysproc + 0xcc
19 libidl.6.0.dylib  0x01aca1dc call_user_cb + 0x8c
20 libidl.6.0.dylib  0x01ad159c internal_widget_event + 0x8a0
21 libidl.6.0.dylib  0x01ad177c IDL_widget_process_events + 0x30
22 libidl.6.0.dylib  0x01a18c88 interpreter + 0x3708
23 libidl.6.0.dylib  0x01b8b2b4 IDL_Executive + 0xdb0
24 libidl.6.0.dylib  0x01771154 IDL_Main + 0x88
25 idl               0x00002808 main + 0x470
26 idl               0x000022e4 _start + 0x1cc
27 idl               0x00002114 start + 0x30
```

Thread 1:

```
0  libSystem.B.dylib 0x90012688 clock_sleep_trap + 0x8
1  libSystem.B.dylib 0x9000d858 nanosleep + 0x78
2  libSystem.B.dylib 0x9002d48c sleep + 0x4c
3  libidl.6.0.dylib  0x018503f8 draw_I_func + 0x40
```

4 libSystem.B.dylib 0x900247e8 _pthread_body + 0x28

PPC Thread State:

srr0: 0x0063d48c srr1: 0x0200f030 vrsave: 0x00000000
cr: 0x28442428 xer: 0x20000004 lr: 0x000cb51c ctr: 0x0063d48c
r0: 0x000cb51c r1: 0xbffffbf0 r2: 0x0307d400 r3: 0x004ea020
r4: 0xc0000000 r5: 0x039700e0 r6: 0x00000020 r7: 0x0396a1f4
r8: 0x039700e0 r9: 0x00000000 r10: 0x0390aed4 r11: 0x0000001e
r12: 0x0063d48c r13: 0x00000000 r14: 0x90c394ac r15: 0x02504010
r16: 0x02512010 r17: 0x000c5060 r18: 0x030cf010 r19: 0x20000000
r20: 0x0000031e r21: 0x90c3b208 r22: 0x90c3b0ec r23: 0x000002f5
r24: 0x0050a210 r25: 0x00000003 r26: 0x00583f00 r27: 0x00000013
r28: 0x43300000 r29: 0x000002f8 r30: 0x00000c2c r31: 0x000c550c
