
Subject: Re: Mac OSX and IDL6.3

Posted by [Edd Edmondson](#) on Thu, 18 May 2006 15:53:19 GMT

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Mark Branson <mark@atmos.colostate.edu> wrote:

> Hi Ben.

> Our research group ran into the exact same problem on our G5s, and the
> solution is to run this command:

> setenv DISPLAY <your machine name>:0

> I just inserted that line in my .cshrc file and everything works again
> with Terminal.app.

I'm somewhat surprised that it fails with a bus error in this
circumstance rather than a simple display error... anyway...

I'd point everyone to a post by Dietrich Onnasch a while back who
showed how to correctly set the DISPLAY variable, because you can't
guarantee it's going to be 0. A slightly modified version of this
script (Nathan Nutter added a check to it for when X11 isn't running)
is:

```
if [ -e /tmp/.X11-unix/* ] then X11_FOLDER=/tmp/.X11-unix
currentUser=`(set `whoami`; echo $1)`
bb=`ls -l $X11_FOLDER | grep $currentUser`
bbb=${bb/*X/:}
usedDISPLAY=$bbb.0
export DISPLAY=$usedDISPLAY fi
```

I'd recommend this over any hard coding of the DISPLAY to 0, as if you
end up in a situation where it isn't it'll have you scratching your
head for some time trying to figure out what's happening.

A common circumstance for DISPLAY not being 0 is if you're using the
Fast User Switching. It's quite easy to have your IDL graphics windows
appearing on someone else's display if you're not careful.

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Edd
