
Subject: Re: Mac OSX and IDL6.3

Posted by [Mark Branson](#) on Thu, 18 May 2006 15:47:05 GMT

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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.

Hope that helps,
Mark Branson

```
> Am Thu, 18 May 2006 16:17:51 +0200 schrieb Ben Tupper
> <btupper@bigelow.org>:
>
>> Hello,
>>
>> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the
>> past (pre 6.3) I have used Terminal.app for the command line - which
>> works great as long as X11 is running. Now I have bumped into a
>> problem with where IDL 6.3 starts and runs from the Terminal.app
>> command line, but when I invoke any graphics commands (PLOT, TV,
>> etc.) IDL exits with a "bus error". Oddly, a HELP, !D,/STRUCT shows
>> that X is the graphics device but HELP, /DEVICE results in the bus
>> error problem. I *can* run IDL 6.3 just fine from the X11 command
>> line - but that command line is quite limited compared to Terminal. I
>> am holding off on installing other places until this gets resolved.
>>
>> The error is logged in /Library/Logs/idl.crash.log but it is all
>> Greek (or is it Latin?) to me. Any thoughts on what might be going on?
>>
>> Thanks!
>> Ben
>
>
>
>
```
