
Subject: Re: IDL 6.3 Intel in Mac + IDLWAVE + graphics = CRASH

Posted by [Karl Schultz](#) on Wed, 13 Sep 2006 15:09:35 GMT

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On Sun, 10 Sep 2006 23:56:33 -0700, jgc wrote:

> Dear All,
>
> IDL 6.3 Intel native is running fine when called from the Xterminal or
> from idlde. However, when run from IDLWAVE it crashes (better
> implodes and collapses) whenever a graphic command is issued. It used
> to be fine with IDL 6.2.
>
> I have tried setting DISPLAY equal to both ":0.0" and ":0", in .bashrc
> and in .MacOSX/environment.plist. Curiously, if Xwindows is not running
> it looks for it appropriately,
> % PLOT: Unable to connect to X Windows display: :0.0
> % PLOT: Unable to open X Windows display.
> Is your DISPLAY environment variable set correctly?
>
> but when it is running it collapses on every graphic command. Then
> when IDL is recalled, it displays a bus error from the previous
> session.
>
> If I enquire the system from the xterminal within IDL I get
> IDL> \$env
> TERM=xterm
> DISPLAY=:0.0
>
> from IDWAVE, first, I need to call twice the idl shell (C-c C-s is
> undefined on first call), then the environment variables are different:
> IDL> \$env
> TERM=dumb
> there is no DISPLAY variable
>
> Any help in solving this is much appreciated.
>
> all the best,
> Javier
>
>
> IDL 6.3 for Mac OS X for Intel, last release (2 days ago)
> MacBook Pro Intel duo OS X 10.4.7
> GNU Emacs 22.0.50.1
> IDLWAVE 6.0

There is a known bug, introduced in 6.3 and fixed in the Next Release,
that will cause IDL to crash on OS X if the DISPLAY variable is not set.

In most Unix/X environments, IDL is usually launched from a shell running under the control of an X client that has the DISPLAY variable set. So, this is not usually an issue. On OS X however, some people launch IDL from the Terminal app, rather than an xterm, and then run into this problem.

Your solution is to do whatever it is you need to do to get the DISPLAY variable set in the shell environment in which IDLWAVE is running. My wild guess is that you are starting emacs/IDLWAVE from either a Terminal app or some desktop shortcut and you're not getting the DISPLAY variable set.

Karl
