
Subject: seg fault with simple tv or tvrd()
Posted by [kirt](#) on Tue, 21 Aug 2007 16:43:14 GMT
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Hi

I'm trying to resurrect IDL on a ubuntu box and am struggling with a basic tv (or tvrd) seg fault.

I feel like an idiot asking this, but I can't perform a simple tv or tvrd() without a segmentation fault.

The simple thing I'm doing is:

```
buf = bindgen(256,256)
device,DECOMP=0
window,/FREE,XS=256,YS=256
device,GET_DECOMPOSED=decomp
print,!d.n_colors=,!d.n_colors,', DECOMPOSED=',decomp
help,/device
tv,buf
```

What I get is:

IDL Version 6.3 (linux x86 m32). (c) 2006, Research Systems, Inc.
Installation number: 2330-1.
Licensed for use by: PET IMAGING SERVICE, VAMC, MINNEAPOLIS

Initial setup: quiet=1, order=0

```
IDL> buf = bindgen(256,256)
```

```
IDL> device,DECOMP=0
```

% Unsupported X Windows visual (class: PseudoColor, depth: 8).

Substituting default (class: TrueColor, Depth: 24).

```
IDL> window,/FREE,XS=256,YS=256
```

```
IDL> device,GET_DECOMPOSED=decomp
```

```
IDL> print,!d.n_colors=,!d.n_colors,', DECOMPOSED=',decomp
```

```
!d.n_colors= 16777216, DECOMPOSED= 0
```

```
IDL> help,/device
```

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X
Z

Current graphics device: X

Server: X11.0, The X.Org Foundation, Release 70200000

Display Depth, Size: 24 bits, (1280,1024)

Visual Class: TrueColor (4)

Bits Per RGB: 8 (8/8/8)

Physical Color Map Entries (Emulated / Actual): 256 / 256

Colormap: Shared, 16777216 colors. Translation table: Bypassed

Graphics pixels: Combined, Dither Method: Ordered

Write Mask: 16777215 (decimal) fffff (hex)

Graphics Function: 3 (copy)

```
Current Font: <default>, Current TrueType Font: <default>
Default Backing Store: Req from Server.
Window Status: -----
id typ( x, y, backing store) id typ( x, y,
backing store)
32: Win( 256, 256, Req from Server)
IDL> tv,buf
Segmentation fault (core dumped)
```

(the pseudo-color msg comes from my .idlrc file which contains:

```
!QUIET = 1
!ORDER = 0
print,!quiet,!order,FORMAT=('"Initial setup: quiet=",i1,"
order=",i1)'
; this will default to truecolor if pseudocolor is not supported
device,pseudo=8,decomposed=0
```

System details are:

```
kunbuntu 7.04 (32 bit), 4GB memory, dual xeon 3.2 GHz processors,
dirac 59%> uname -a
Linux dirac 2.6.20-16-generic #2 SMP Thu Jun 7 20:19:32 UTC 2007 i686
GNU/Linux
dirac 62%> lspci | grep VGA
01:00.0 VGA compatible controller: nVidia Corporation NV34 [GeForce FX
5200] (rev a1)
dirac 63%> xdpinfo
...
name of display: :0.0
version number: 11.0
vendor string: The X.Org Foundation
vendor release number: 70200000
X.Org version: 7.2.0
maximum request size: 16777212 bytes
motion buffer size: 256
supported pixmap formats:
depth 1, bits_per_pixel 1, scanline_pad 32
depth 4, bits_per_pixel 8, scanline_pad 32
depth 8, bits_per_pixel 8, scanline_pad 32
depth 15, bits_per_pixel 16, scanline_pad 32
depth 16, bits_per_pixel 16, scanline_pad 32
depth 24, bits_per_pixel 32, scanline_pad 32
depth 32, bits_per_pixel 32, scanline_pad 32
number of extensions: 27
BIG-REQUESTS Composite DAMAGE DPMS Extended-Visual-
Information
MIT-SCREEN-SAVER MIT-SHM MIT-SUNDRY-NONSTANDARD
RANDR RENDER SECURITY SHAPE SYNC TOG-CUP X-
```

Resource

XAccessControlExtension XC-APPGROUP XC-MISC XFIXES
XFree86-Bigfont XFree86-DGA XFree86-Misc XFree86-

VidModeExtension

XInputExtension XKEYBOARD XTEST XVideo

default screen number: 0

number of screens: 1

screen #0:

dimensions: 1280x1024 pixels (382x302 millimeters)

resolution: 85x86 dots per inch

depths (7): 24, 1, 4, 8, 15, 16, 32

depth of root window: 24 planes

number of colormaps: minimum 1, maximum 1

default colormap: 0x20

default number of colormap cells: 256

preallocated pixels: black 0, white 16777215

options: backing-store NO, save-unders NO

number of visuals: 3

default visual id: 0x21

visual:

visual id: 0x21

class: TrueColor

depth: 24 planes

available colormap entries: 256 per subfield

red, green, blue masks: 0xff0000, 0xff00, 0xff

significant bits in color specification: 8 bits

...

Thanks

-kirt