
Subject: Re: 2007 IDL Christmas Card
Posted by [ronn](#) on Tue, 11 Dec 2007 00:17:36 GMT
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On Dec 10, 10:51 am, Kenneth Bowman <k-bow...@tamu.edu> wrote:
> In article <e1e3ec13-a3b2-47b8-977c-f8edd343b...@d21g2000prf.googlegroup s.com >,
>
> "r...@rlkling.com" <r...@rlkling.com> wrote:
>> You can download the zip file here.
>
>> <http://www.kilvarock.com:80/freesoftware/objects/shadersnowflake.zip>
>
>> Have a Merry Christmas!
>
>> -Ronn Kling
>
> I hate to be the Grinch, but on my Macs, it crashes thusly
>
> IDL> shadersnowflake
> % Compiled module: SOURCEPATH.
> % Loaded DLM: JPEG.
> % Loaded DLM: DXF.
> % GET_DXF_OBJECTS: DXF not supported on this architecture
> % Object reference type required in this context: ODXF.
> % Execution halted at: SHADERSNOWFLAKE::INIT 95
/Network/Servers/csrp.tamu.edu/Volumes/csrp0/Home
> /bowman/idl/test/shadersnowflake/shadersnowflake.pro
> % OBJ_NEW
> % SHADERSNOWFLAKE 165
/Network/Servers/csrp.tamu.edu/Volumes/csrp0/Home/bowm
> an/idl/test/shadersnowflake/shadersnowflake.pro
> % \$MAIN\$
>
> Ken

Sorry about that. When I read the DXF documentation I completely missed that it didn't work on OSX and 64 bit machines.

Well, if you can find a Linux or Windows box it is a cool looking demo.

-Ronn
