Subject: Re: Display related crash on Mac
Posted by cosmic.thespian on Fri, 29 Aug 2008 01:32:42 GMT
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Just to follow up, I found the location in the code where it is most likely crashing and I've included the snippet below. I'm always doing the same thing when it crashes: releasing the mouse button after clicking and dragging to define a box around points on a plot which need to be flagged. I release the mouse button, nothing happens for a few seconds, then the Mac spinning frisbee appears for a few more seconds, and then everything crashes, as described above.

```
      good = (m_f gt 0)
      print, 'Draw box containing outliers to reject'
      done = 0
      repeat begin
        igd = where(good eq 1)
        plot, m_p(igd), resid(igd), /ps, xsty=3, ysty=3, chars=1.5 $
            , xtit='Pixel Number', ytit='Residual (pixels)'
        cursor, cx1, cy1, wait=3
        if cx1 lt min(!x.crange) or cx1 gt max(!x.crange) then done
= 1
        if cy1 lt min(!y.crange) or cy1 gt max(!y.crange) then done
= 1
        if done eq 0 then begin
          cx2 = cx1
          cy2 = cy1
          repeat begin
            cx2o = cx2
            cy2o = cy2
            cursor, cx2, cy2, wait=2
            oplot, [cx1, cx1, cx2o, cx2o, cx1] $
                , [cy1, cy2o, cy2o, cy1, cy1], co=!p.background
            oplot, m_p(igd), resid(igd), /ps
            oplot, [cx1, cx1, cx2, cx2, cx1] $
                , [cy1, cy2, cy2, cy1, cy1], co=!p.color
            cursor, junk, junk, /nowait
          endrep until !err eq 0
          ibad = where(m_p gt (cx1<cx2) and m_p lt (cx1>cx2) $
                  and resid gt (cy1<cy2) and resid lt (cy1>cy2),
nbad)
          if nbad gt 0 then good(ibad) = 0
        endif
      endrep until done eq 1
```