
Subject: Display related crash on Mac

Posted by [cosmic.thespian](#) on Fri, 29 Aug 2008 01:17:21 GMT

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I am running IDL 7.0 on a MacOS X 10.5.4 (2.8 GHz Intel Core 2 Duo) through an X11 terminal (xterm).

I've been trying to use some code that involves interacting with the display (mouse clicks, drawing a box to define an area, etc). After about 5-10 minutes, it always crashes and quits not only IDL but completely out of X11. I restart X11, type IDL at the prompt and get the following error:

```
% DEVICE: Unable to connect to X Windows display :0
```

```
% DEVICE: Unable to open X Windows display.
```

```
          Is your DISPLAY environment variable set  
correctly?
```

```
% Execution halted at: $MAIN$
```

Followed by the IDL prompt. Quitting X11 and restarting doesn't help. The only thing that seems to fix the problem at the moment is restarting the computer.

I have the display set in my .cshrc file as follows:
setenv DISPLAY ":0"

I only ever see this problem *after* one of these crashes so something somewhere is getting corrupted, but I haven't a clue what. Does anyone have any insight as to what might be going on?
