stefan5465@hotmail.com wrote:

> Dear all,
>
> Has anyone tried copying across some code from mac to mac, only to be
> met with the receiving mac seemingly  trying to connect to the
> donating mac's x windows server?
>
> Xlib: connection to ":0.0" refused by server
> Xlib: Invalid MIT-MAGIC-COOKIE-1 key
> % PLOT: Unable to connect to X Windows display: :0.0
> % PLOT: Unable to open X Windows display.
>       Is your DISPLAY environment variable set correctly?
>
> Google says its a fairly common message within xwindows - but all the
> solutions involve some sort of bash command line quick fix -
>
> is there anything I can stick in the .pro files to ensure this doesn't
> happen every time?
>

That has nothing to do with IDL code. IDL isn't attempting to connect to the X
display of the machine you copied the code from (well it may be, but that would
just be coincidence, nothing to do with having copied the code from that
machine).

IDL attempts to connect to the display which is specified in the DISPLAY
environment variable, which in this case would appear to be :0.0, i.e. the
default display which is the local display (local to where the command is being
run). Unless you tell X otherwise that's the display it will try to use. If you
are logged in remotely it's not going to work (or it's very unlikely to work,
and even if it does work you won't see the output because it will be on the
console of the remote machine).

Change DISPLAY to the correct value for the display you are sitting at. If you
are using ssh then you can use the -X or -Y command line argument to get ssh to
setup correct X tunnelling back to your local display.


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Nigel Wade