Subject: Re: IDL object graphics code logs me out?!
Posted by David Fanning on Fri, 19 Jun 2009 02:29:37 GMT

pp writes:

> I used to occasionally get similar symptoms in the past (I do not
> remember if it was IDL 7 or 6.4). It was not actually a logoff, but it
> looked like it: the X server died, which caused it to restart at the
> login screen.
>
> I never found exactly what operations caused the crash, but I found
> that it was caused by the use of hardware OpenGL. With some versions
> of my graphic card's driver (fglrx, for an ATI FireGL), occasionally
> OpenGL (also, occasionally, video playback) killed the X server.
>
> In the case of IDL, an immediate solution was to switch it to software
> OpenGL (in IDL 7, it lives in Window/Preferences/IDL/Graphics). It was
> eventually properly fixed with a new version of the graphic card
> driver, which allowed me to get back to using hardware OpenGL in IDL.

I don't know if it is the truth or not, but *this* I am
prepared to believe! :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")