
Subject: Re: IDL object graphics code logs me out!
Posted by [penteado](#) on Fri, 19 Jun 2009 02:22:42 GMT
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On Jun 18, 6:34 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:

> David Fanning wrote:
>> Paul van Delst writes:
>
>>> I think I may be losing my mind, but just in case I'll post the question here:
>
>> Object graphics!? I'm pretty sure you are losing
>> your mind. ;-)
>
> Yeah, I pretty much figured :o)
>
> Still, I now can reproduce the problem in one step every time.
>
> When I run my test code, it produces the DG window and then the (empty) OG window. If I
> kill the DG window and run the test again, I'm "auto" logged out. Going in the opposite
> direction and killing the OG window and re-running does nothing untoward.
>
> I'm off for a couple cold ones. Maybe that'll induce some sense....
>
> cheers,
>
> paulv

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.
