Subject: Re: IDL object graphics code logs me out?!
Posted by Paul Van Delst[1] on Tue, 23 Jun 2009 16:06:06 GMT

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pp wrote:
> 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.

Anyone know how to set software opengl on a linux box?

cheers,

paulv