
Subject: Re: idlwave segfault

Posted by [penteado](#) on Tue, 12 Jan 2010 19:55:48 GMT

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On Jan 12, 5:34 pm, JD Smith <jdtsmith.nos...@yahoo.com> wrote:

> There are various reasons why this test isn't conclusive. One of the
> main problems has to do with the environment present in the Emacs
> session vs. your shell. I've seen segfaults in IDL based on
> incorrectly set DISPLAY parameters, and other things. Launch emacs
> from the shell with emacs -q to skip your .emacs init file, and see if
> that changes anything.

In that case, I would check the most common cause I have seen for segfaults when starting recent versions of IDL. It is the use of the OpenGL drivers supplied with it, in the files `gl_*` in the `idl71/bin/bin.linux.x86` and `idl71/bin/bin.linux.x86_64` directories. Moving those files somewhere they will not be found by IDL fixes that issue.
