
Subject: Re: ps_start problems in idl 7.1

Posted by [penteado](#) on Thu, 07 Jan 2010 21:46:50 GMT

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On Jan 7, 6:17 pm, "Mr.G" <gameplay...@gmail.com> wrote:

- > You are right that I removed the library file gl_driver.so because I
- > had a segmentation fault when I run IDL.
- > The problem was due to the conflict between gl_driver.so and the newer
- > versions of ubuntu.

No, that is not your problem. Removing that file simply keeps IDL from trying to use the hardware Open GL. It has nothing to do with your problem (and it is the solution when IDL crashes because of hardware Open GL).

What happened is that, as David suggested, your IDL cannot find the files of its standard library, because its directory is missing from your path. That has broken a lot more than just those routines you mentioned, very little is working now. You can confirm it by looking at the result of `print, !path`.

My guess is that you have the environment variable `IDL_PATH` being set to something that does not include `<IDL_DEFAULT>`, which is where IDL's libraries live.
