
Subject: X11, gl_driver.so and Graphics weirdness
Posted by [cgguido](#) on Thu, 16 Sep 2010 22:35:55 GMT
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Hey all,

We are using IDL 8 on Mac OS 10.5.8, connecting via ssh, also from a Mac.

I have had to remove gl_driver.so to get X11 forwarding to last more than 5 min... :-/

Now, without that file, `p=plot(indgen(10))` crashes the IDLDE but not the terminal version of idl. With that file reinstated, the IDLDE does not crash. Can't we have both?

Any suggestions? Thanks!
Gianguido
