Subject: Re: Crashes in IDL 7.1 & 8.0, interactive + VM mode, linux and Mac OS X Posted by Michael Galloy on Thu, 27 Jan 2011 03:40:35 GMT

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On 1/26/11 7:58 PM, Chris Torrence wrote:
> Hi all,
> I was able to get the following to crash IDL 8.0.1 on a 64-bit Mac
> running OSX 10.6.6:
> MacBook:bin chris$ idl
> IDL Version 8.0.1<Integration build Thu Jul 29 18:17:29 MDT 2010>,
> Mac OS X (darwin x86 64 m64).
> (c) 2010, ITT Visual Information Solutions
> Installation number: 000015.
> Licensed for use by: ITT ONLY
>
> IDL> system var file = '/tmp/system.sav'
> IDL> save,/system,file=system_var_file
> IDL> restore, system var file
> IDL> openr,1,'foo'
> % OPENR: Error opening file. Unit: 1, File: foo
    No such file or directory
> % Execution halted at: $MAIN$
> IDL> openr,1,'foo'
idl(17500,0x7fff70ce2ca0) malloc: *** error for object 0x100603595:
> pointer being freed was not allocated
> *** set a breakpoint in malloc_error_break to debug
> Abort trap
>
> Notice that you have to call the "openr" twice before it crashes.
> Can someone try the above code on their machine, and see if it also
> fails?
> I'll go ahead and log a bug, and we'll see what we can do. Thanks for
> finding this!
Yes, I get the same thing on IDL 8.0.1 on my Mac.
IDL> system var file = '/tmp/system.sav'
IDL> save,/system,file=system var file
IDL> restore, system_var_file
IDL> openr,1,'foo'
% OPENR: Error opening file. Unit: 1, File: foo
 No such file or directory
```

IDL> openr,1,'foo'

% Error occurred at: \$MAIN\$ % Execution halted at: \$MAIN\$ idl(7687,0x7fff710b8ca0) malloc: *** error for object 0x10060441d: pointer being freed was not allocated *** set a breakpoint in malloc_error_break to debug Abort trap

Mike

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