
Subject: Re: v8.1 joys :-(
Posted by [Haje Korth](#) on Fri, 15 Apr 2011 19:50:51 GMT
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Hi Chris,

What I am doing is creating a surface with `p=surface()` and then rotating it in a loop with `p.rotate,1,/zaxis`. The problem occurs when I break the program execution in the rotation loop using `ctrl+break`. The problem occurs most of the time, but there have been instances where I have been lucky. This is a new piece of code I cooked up today, so this bug may indeed be preexisting, I have not tried older versions.

Haje

On Apr 15, 3:27 pm, Chris Torrence <gorth...@gmail.com> wrote:

> On Apr 15, 11:44 am, Haje Korth <hajeko...@gmail.com> wrote:

>

>

>

>> Just installed v8.1, did not take long to find this one:

>

>> % Interrupted at: IDLITVISAXIS::DRAW 1649 C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\components\idlitvisaxis__define.pro

>> % Attempt to call undefined procedure/function: 'F'.

>> IDL> .f

>> % Execution halted at: IDLITVISAXIS::DRAW 1649 C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\components\idlitvisaxis__define.pro

>> % IDLGRMODEL::DRAW

>> % IDLITVISDATASPACE::DRAW 2333 C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\framework\idlitvisdataspace__define

>> .pro

>> % IDLGRSCENE::DRAW

>> % IDLITGRSCENE::DRAW 627 C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\framework\idlitgrscene__define.pro

>> % IDLGRSRCDEST::DRAW

>> % IDLITTOOL::REFRESHCURRENTWINDOW 2504

C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\framework\idlittool__define.pro

>> % IROTATE 239 C:\Program

>> Files\ITT\IDL\IDL81\lib\itools\irotate.pro

>> % GRAPHIC::ROTATE 622 C:\Program

>> Files\ITT\IDL\IDL81\lib\graphics\graphic__define.pro

>> % PLASMA_DEPRESSION_MAP 90

>> C:\USER\korthh1\Projects\MESSENGER\Orbital Operations Data

>> Analysis\Plasma Mapping\plasma_depression_map.pro

>> % \$MAIN\$

>> % Internal error: Interpreter stack not aligned properly during user
>> return.
>
>> Restarts suck, looking forward to 8.1.1...
>
>> Haje
>
> Hi Haje,
>
> I'm wondering if you have a reproduce case for this. One possibility -
> were you trying to pass in a tickformat callback function, and maybe
> IDL can't find it?
>
> Regardless, if you crash within IDL's draw loop, and then you try to
> do a .reset, then IDL will crash because the OpenGL graphics context
> will be in a bad state. This has been a long-standing bug, and has
> nothing to do with IDL 8.1 or new graphics - you can reproduce it with
> just straight object graphics. We looked into the bug several times,
> and concluded that it would be extremely difficult to fix (and might
> even be a vendor-specific problem).
>
> Cheers,
> Chris
> ITTVIS
