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

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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__de fine.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 de fine.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 def ine.pro
>>
                  IDLGRSRCDEST::DRAW
>> %
                  IDLITTOOL::REFRESHCURRENTWINDOW 2504
>> %
C:\Program
      Files\ITT\IDL\IDL81\lib\itools\framework\idlittool__define .pro
                                 239 C:\Program
>> %
                  IROTATE
     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
                  $MAIN$
>> %
```

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>> % 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
```