
Subject: Re: Bug in the IDL8.1 VECTOR function ?
Posted by [Laurent Testut](#) on Fri, 06 May 2011 12:01:43 GMT
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Hi all,

Many thanks for your help but my problem is not really solved

1) David you were right it is a OS dependant problem since I faced no problem with my windows XP IDL8.1

2) I've change on my Linux (OPENSUSE) the rendering following Michael (pref_set, 'IDL_GR_X_RENDERER', 1, /commit) or the equivalent David's suggestion (IDL_preference/graphic tab) then I have a new problem

IDL > pref_set, 'IDL_GR_X_RENDERER', 0, /commit

execute the documentation vector code

==> same problem as before (plot seems right but any clic on the window automatically crash IDL)

IDL > pref_set, 'IDL_GR_X_RENDERER', 1, /commit

execute the documentation vector code

==> new problem (open an empty window and tell me :

% Loaded DLM: XML.

% IDLITWINDOW::ONEXPOSE: Failure to acquire window rendering context.

% Unable to acquire device context.

% Execution halted at: \$MAIN\$

% Loaded DLM: SHAPEFILE.

% Unable to invoke method on NULL object reference: <OBJREF (<NullObject>)>.

% Execution halted at: \$MAIN\$

% VECTOR: Object reference type required in this context: ODS.

% Execution halted at: \$MAIN\$

I've test with IDL8.0 and IDL 8.1 idem !

Any idea ?

Thanks,

Laurent
