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Subject: Is IDL 8.1 Useable!?

Posted by [David Fanning](#) on Thu, 08 Sep 2011 03:50:07 GMT

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Folks,

I don't want to put a big damper on all the fun, but I have a serious question. Is anyone actually using IDL 8.1 and function graphics?

Not only are function graphics commands completely opaque to me when I just try to do the simplest things, but in the past several days I have COMPLETELY bugged my machine four times running function graphics programs! This is a nifty little machine, with a pretty darned expensive graphics card, the very latest Windows 7, JAVA updates, etc. And it has been completely and utterly bugged four times! This is four times more than this machine has been bugged since I got the damn thing.

I can't even catch its attention long enough to summon the task manager to kill a process. I have to kill the whole machine by holding the start button in for 5 seconds. It takes about 20 minutes to re-boot and get going again. And as God is my witness, I don't dare run the function graphics program again, for fear I'll be twiddling my thumbs for another half hour!

I don't know. This just seems utterly hopeless to me. :-(

Cheers,

David

P.S. Please, someone, give me some good news! Or at least some ideas for things I can try.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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