
Subject: Mac Lion Update Produces BadMatch Error
Posted by [David Fanning](#) on Tue, 08 Nov 2011 14:55:45 GMT
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Folks,

I've been contacted by several people who have recently updated to Max OSX 10.7.2 (Lion) and are having problems with Coyote Graphics routines. Thanks to an e-mail from David Brockley this morning, who finally figured out what the problem is and how to work around it.

The error looks something like this:

```
IDL> cgPlot, IndGen(10)
% Compiled module: CGSNAPSHOT.
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
```

The problem appears to be the way the X Manager is handling backing store, because the problem goes away if you ask IDL to handle backing store for you:

```
Device, RETAIN=2
```

You can read more of the details about this problem and what causes it in this article:

http://www.idlcoyote.com/misc_tips/badmatch.php

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
