Subject: X11<->IDL Death Grip Mac OSX
Posted by Avian on Wed, 04 Jan 2012 20:02:06 GMT
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Hi all,

Awhile ago, someone posted a simple workaround command that would fix the current 8.1 "feature" in the Mac OSX IDL version where replotting a bunch of times causes X11 to crash, which causes IDL to crash. It had to do with IDL not "releasing" some kind of handle in between the two when plotting. I did a quick search, but I'm missing it. Anyone remember what this was?

Thanks!