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Subject: IDL 'unexpectedly quit' when plotting large data sets on mac os x

Posted by [abarrie](#) on Tue, 30 Apr 2013 17:31:43 GMT

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I use IDL to process very large data sets. Typically, this involves reading in some files, doing some math, and making some plots. When I am using larger data sets and plotting a lot of data in a plot, IDL tends to quit unexpectedly. This ONLY occurs on my mac - if I run the same code on windows or linux it seems OK. I don't believe it is a resource issue because the windows machine is far far older and junkier and it works there. It is not catching any errors, it just disappears. It is also not 100% reproducible (ie it will crash randomly, not always at the same spot)

Has anyone else run into something similar? I didn't see another thread along these lines...

Some other info: All my routines use direct graphics, NOT object graphics (I mostly use the coyote library).

Thanks!

Alex

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