

---

Subject: Re: NG: bring\_to\_front doesn't always work  
Posted by [dg86](#) on Wed, 06 Aug 2014 21:12:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Wednesday, August 6, 2014 3:58:25 PM UTC-4, Chris Torrence wrote:

> On Wednesday, August 6, 2014 1:50:06 PM UTC-6, David Grier wrote:

>

>> On Wednesday, August 6, 2014 1:05:34 PM UTC-4, Chris Torrence wrote:

>

>>

>

>>> Hi David,

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>> I think this might be a bug in the Mesa OpenGL software-rendering library. Can you check your IDL preferences and see if you have "software" rendering enabled? If you do, can you switch it to "hardware" rendering and see if the problem goes away?

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>> -Chris

>

>>

>  
>>  
>  
>>  
>  
>> Dear Chris,  
>  
>>  
>  
>>  
>  
>>  
>  
>> You may be right about the culprit being Mesa OpenGL.  
>  
>>  
>  
>> I usually run IDL from emacs (or the command line) rather than from the Workbench, and so have  
>  
>>  
>  
>> not fiddled with the settings for the graphics backend. I just fired up the IDL 8.3 Workbench and  
>  
>>  
>  
>> tried to run my example script. It worked as usual with software rendering enabled, but not  
>  
>>  
>  
>> at all with hardware rendering enabled, instead emitting error messages such as  
>  
>>  
>  
>>  
>  
>> % Graphics device not available: GL\_COCOA.  
>  
>>  
>  
>> % Attempt to destroy an object within its INIT method: <ObjHeapVar11153(GRAPHICSWIN)>.  
>  
>>  
>  
>> % Execution halted at: \$MAIN\$

>  
>>  
>  
>>  
>  
>>  
>  
>> So, hardware rendering appears not to work at all(!).  
>  
>>  
>  
>>  
>  
>>  
>  
>> I'm running IDL 8.3 under OS X 10.9.4 on a Macbook Pro.  
>  
>>  
>  
>>  
>  
>>  
>  
>> All the best,  
>  
>>  
>  
>>  
>  
>>  
>  
>> David  
>  
>  
>  
> Hmmm. Well, that's not good either. I've never seen that GL\_COCOA error message.  
Unfortunately, I don't have any good answers for you.  
>  
>  
>  
> This definitely won't get fixed in time for IDL 8.4, so I think your best bet is to avoid using the  
.Order method and just create the plots in the "correct" order.  
>  
>  
>  
> Sorry about that.  
>  
>

>  
> -Chris

Hi Again,

I can get around the ordering issue by resizing the plot window, rather than by using the position keyword. It's messy, but it works. It's funny that hardware rendering seems to be broken on this system. Could the problem be my version of XQuartz?

TTFN, and thanks again,

David

---