Subject: Re: NG: bring_to_front doesn't always work
Posted by wtcipher on Sun, 30 Aug 2015 17:38:21 GMT
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On Wednesday, August 6, 2014 at 12:50:06 PM UTC-7, 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

Hey David,

I am currently having the same GL_COCOA problem while plotting. I realized that this only happen in workbench. If I run the routine in terminal, within IDL environment, there is no problem showing the figures. How about yours situation? Have you fixed it, yet?

This is my error message from workbench.
% Graphics device not available: GL_COCOA.
% Attempt to destroy an object within its INIT method: <ObjHeapVar52(GRAPHICSWIN)>.

% Execution halted at: $MAIN$