## Subject: Re: NG: bring_to_front doesn't always work
Posted by wtcipher on Sun, 30 Aug 2015 17:43:30 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

Hello David,

I just fixed my problem right after posting here. I followed the instruction here
 http://www.exelisvis.com/Support/HelpArticlesDetail/TabId/21
9/ArtMID/900/ArticleID/5294/5294.aspx

And follow this step

1.) Configure IDL to use Software Rendering.

a.) You can change your IDL preference to use Software rendering via the IDL Workbench Preferences dialog. From the "IDL" select "Preferences...". On the left pane of the Preferences dialog, expand IDL and select Graphics, and then on the right choose the "Default rendering method for object graphics" setting for Software (1)). Click Apply and then OK.  (This approach can be used even if running IDL in unlicensed demonstration mode.)

Then the plotting issue within workbench is solved immediately.

Good luck! Hope that helps!

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