

In article <2rbdas\$aes@hacgate2.hac.com> 8015@sbjse0.sbrc.hac.com (Mike Schienle) writes:

> In article <tonym.1119587059A@llyene.jpl.nasa.gov>,

> Tony Mannucci <tonym@lurleen.jpl.nasa.gov> wrote:

>> Frequent crashes

>

> Well, it's not a whole lot of words, but it says plenty...

>

> Anyway, here are some of the things that I do while trying to keep MacX and

> IDL from killing each other (and me from killing either of them):

>

> 1. Do my best not to exit IDL. Unfortunately, some things seem to be

> unrecoverable and cannot be remedied with the "retail" and

> "xmanager" calls.

>

> . Switch to eXodus. (unconfirmed)

We switched to eXodus for this and other reasons and have enjoyed success as far as the IDL/Mac crashes go. However, the important thing seems to be not to use the window manager that comes with either MacX, eXodus, or in the case of PC's, XVision. Rather, we run "mwm" from the server which runs IDL -- once we started doing that we haven't experienced a single IDL related crash.

> 3) Don't develop using widgets, images or graphics.

We are able to develop using widgets, images, and so forth with eXodus running "mwm" from the UNIX server.

> I. Develop colorful language for when all of the above makes no

> difference and the all-mighty computer gods decide I need a break.

I still use #I liberally :-)) but can no longer blame the Macintosh environment for my IDL programs' failures.

--Tim Fredrick (fredrick@acd.ucar.edu)

Ntl Center for Atmospheric Research, Boulder, CO 80307-1000

Subject: Re: Using IDL via MacX Macintosh server

Posted by [tonym](#) on Wed, 25 May 1994 16:19:07 GMT

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In Article <2rvksv\$3vu@ncar.ucar.edu>, fredrick@acd.ucar.edu (Timothy Fredrick) wrote:

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