
Subject: Re: IDL demo bug in 5.6 on MAC OS 10.2?
Posted by [K. Bowman](#) on Thu, 30 Jan 2003 14:19:37 GMT
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In article <BA5E0DA5.EE%rfrench@wellesley.edu>,
"Richard G. French" <rfrench@wellesley.edu> wrote:

> Hi, folks - anyone else out there running IDL5.6 on a MAC under OS 10.2?

It started OK for me, and some of the demos run, but several crash with
(apparently) OpenGL errors. I am running eXodus, rather than XDarwin or
Apple's new X11 server. EXodus is supposed to support OpenGL.

Ken Bowman

```
IDL> demo
% Embedded IDL: Research Systems, Inc., IDL Demo.
% Restored file: DEMO.
% Unsupported X Windows visual (class: PseudoColor, depth: 8).
  Substituting default (class: TrueColor, Depth: 24).
IDL>
% X windows protocol error: GLXUnsupportedPrivateRequest.
```
