
Subject: Re: IDL 5.6 OSX X11 object graphics crash..
Posted by [Karl Schultz](#) on Mon, 17 Mar 2003 17:05:08 GMT
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"George millward" <george@red-ochre.net> wrote in message
news:3f140899.0303170723.308f7cf3@posting.google.com...
> Hi there,
>
> Does anyone know why IDL crashes when trying to draw an object graphic
> window ?
> The problem occurs when using the new Apple X11 program - but does not
> happen if you use Orobor OSX
>
> OSX X11 performs fine for Direct graphics -
>
> Any ideas ?

Make sure that you are using the 0.2.1 version of the Apple X11 Beta.

Also, there is a known problem with using the IDLDE with this version of the Beta. IDL works fine using Object Graphics from the command line. There are a few workarounds:

- Don't use the IDLDE.
- Use software rendering for object graphics (renderer=1)
- Prevent the IDLDE from forking: (put "idlde*backgroundIdl: False" in your .idlde file) You can then start the IDLDE with "idlde&" to achieve the same effect.

There is more information on all this in this newsgroup (thread: X11 0.2.1, OpenGL and IDL object Graphics) and in the RSI Tech Tips.

Karl

Subject: Re: IDL 5.6 OSX X11 object graphics crash..
Posted by [george](#) on Mon, 17 Mar 2003 19:52:43 GMT
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george@red-ochre.net (George millward) wrote in message
news:<3f140899.0303170723.308f7cf3@posting.google.com>...
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> Any ideas ?
>
> Cheers,
>
> George Millward.

I found the answer to this in another thread. The problem only occurs with IDLDE. A workaround is to add the line:

```
idlde*backgroundIdl: False
```

into the file .idlde

You seem to need to do this every time you run IDLDE.

I now have full OpenGL graphics for my object windows...

George.
