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Subject: IDL 5.6 OSX X11 object graphics crash..  
Posted by [george](#) on Mon, 17 Mar 2003 15:23:22 GMT  
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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 ?

Cheers,

George Millward.

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