
Subject: Installing IDL 6.0 on Mac OS X

Posted by [adams_forum](#) on Wed, 03 Sep 2003 16:29:27 GMT

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I've read in the IDL documentation that a software requirement for IDL 6.0 on a Mac is the X11 window manager which can be downloaded from Apple's website. Is this the same as OroborosX? This computer currently has OroborosX which runs IDL from within it, but I was wondering if there might be a simpler, cleaner way to do it now with IDL 6.

Subject: Re: Installing IDL 6.0 on Mac OS X

Posted by [pford](#) on Thu, 04 Sep 2003 17:04:56 GMT

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adams_forum@yahoo.ca (Adam) wrote in message

news:<6f1027e6.0309030829.854e896@posting.google.com>...

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If I understand your questions correctly, (1)the X11 from Apple Inc is not the same as OroborosX. (2) Apple's X11 is considerable faster for graphics and (3) Apple's X11 does not appear to be as "stable." I have had to quit and restart X11 when I have had an IDL error(not bug) bomb the program.

Subject: Re: Installing IDL 6.0 on Mac OS X

Posted by [Karl Schultz](#) on Thu, 04 Sep 2003 21:06:44 GMT

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On Thu, 04 Sep 2003 10:04:56 +0000, Patrick Ford wrote:

> adams_forum@yahoo.ca (Adam) wrote in message

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Maybe I can clarify a bit:

Today, you've got a few choices of X11 solutions on OS X that work with IDL:

1) XDarwin - this is the XFree86 'port' to OS X. It isn't particularly optimized or integrated into OS X. It uses the 'twm' window manager by default. Its biggest problem from a user point of view is that it doesn't interact or play very well on the Apple desktop. The X11 windows have the twm window manager decorations, the stacking order gets all messed up in relation to the non-X11 windows, and cut/paste is difficult. If you are a dyed-in-the-wool "I cut my teeth on X10" sort of person, this environment might be OK for you.

2) XDarwin + OroborOSX - This is XDarwin with the OroborOSX window manager sort of wedged in a little more tightly than a 'standard' X11 window manager like twm. The names of these components gets a little confusing because the more recent versions of OroborOSX actually contain a slightly modified XDarwin, and you launch the XDarwin window system by launching OroborOSX. OroborOSX provides a look and feel a little closer to the Apple desktop, but there are still some integration issues. This was the configuration RSI recommended for IDL 5.6, but there is no reason why it would not work for IDL 6.0.

3) Apple X11 Beta - Apple released three of these (0.1, 0.2, 0.3). This X11 implementation is much more tightly integrated into OS X, as it was modified by Apple to hook into OS X in places where only Apple could do it. These were Beta releases and like all Betas, they have bugs and problems. 0.3 introduced 8-bit visual support, but it has problems that IDL programs seem to expose quite a bit. There is integrated hardware OpenGL support and the regular X graphics are a lot faster. RSI encouraged IDL 6.0 users to use the Apple X11 beta. 0.2 or 0.3 are good choices. RSI has forwarded all known problems with IDL on the Beta releases to Apple and many of them have already been addressed. Apple has announced that OS X 10.3 will include the final version of this X11 implementation.

RSI tested IDL 6.0 using the Apple Betas, but we also know that 6.0 runs on the XDarwin/OroborOSX combination, although it was not formally tested.

Hope this helps,
Karl

Subject: Re: Installing IDL 6.0 on Mac OS X
Posted by [MKatz843](#) on Fri, 05 Sep 2003 00:30:18 GMT
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adams_forum@yahoo.ca (Adam) wrote in message
news:<6f1027e6.0309030829.854e896@posting.google.com>...
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Search this newsgroup for posts on X11 and Mac and you'll find a lot of information on this. Check the dates, though, since things were changing rapidly around the time Apple introduced its X11 earlier this year.

This is one really-long URL:
<http://groups.google.com/groups?hl=en&lr=&ie=ISO-8859-1&q=X11+Mac+group%3Acomp.lang.idl-pvwave&btnG=Google+Search>

I use Apple's X11 on Mac OS X 10.2.6 to run IDL 5.6 every day and I haven't had a single problem with it. Certainly, never any bombs or crashes in 8 or 9 months, and I run big, intensive calculations and both object and direct graphics, with widget applications and the whole enchalada.

Only two issues to mention. With individual direct graphics windows, there's an odd quirk where the window position can jump around if you click and drag on the window. That may already be fixed in IDL 6.0 or Panther's re-release of X11 coming soon.

Also, there was a strange IDL 5.6, G4-processor, and OS 10.2.6 problem that causes IDL to drop values from some arrays at intervals. A solution was posted to this newsgroup. If you search for "G4-specific bug" in google groups, this newsgroup, you'll find the thread.

M. Katz

Subject: Re: Installing IDL 6.0 on Mac OS X
Posted by [adams_forum](#) on Fri, 05 Sep 2003 18:07:07 GMT
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Thanks for your explanation, and thanks to all of you who replied.

It seems like the best thing to do since OroborosX is already

installed here is to wait until Apple finishes their X11 version.

"Karl Schultz" <_no_kschultz_spam_@rsinc.com> wrote in message
news:<pan.2003.09.04.21.06.42.95623@rsinc.com>...

> On Thu, 04 Sep 2003 10:04:56 +0000, Patrick Ford wrote:

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