Subject: Re: Student Edition & Object Graphics
Posted by Chris Lee on Thu, 22 Jan 2004 10:48:33 GMT
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In article
<Pine.LNX.4.44.0401211417120.18555-100000@moriarty.atm.ox.ac.uk>, "Randall
Skelton" <rhskeltonatatmoxacuk@nospam.org> wrote:

> Greetings all,
> I've largely moved away from using IDL for anything other than graphics,
> hence my absense from the group for a while... Nevertheless, I
> purchased the student edition of IDL just before Christmas so I can plot
> the final figures for my thesis but it seems I cannot run any object
> graphics code? I am running IDL 5.6, 6.0 and 5.6se under OS X (10.3)
> with Apple X11 and code that works fine runing the either 5.6 or 6.0
> (full version) but fails to work with the student edition? Even the RSI
> object example code fails after each object window is drawn!!
> <snip>
% X windows protocol error: BadMatch (invalid parameter attributes). % X
> windows protocol error: BadWindow (invalid Window parameter). Sadly,
> this looks rather similar to the IDL 6.0 object graphics under unix VM
> bug I've encountered.
> <snip>
> Cheers,
> Randall

Hi,
  There's a post on the newsgroup titled
"It's official: Object graphics won't work in VM on UNIX platforms"
  which might help.

One of the workrounds suggested by RSI is to force IDL into software rendering
by changing the filename of gl_driver.so to gl_driver.bak.

Chris.

Subject: Re: Student Edition & Object Graphics
Posted by profxtjb on Thu, 22 Jan 2004 16:18:56 GMT
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Randall Skelton <rhskeltonatatmoxacuk@nospam.org> wrote in message
news:<Pine.LNX.4.44.0401211417120.18555-100000@moriarty.atm.ox.ac.uk>...

Randall, if you are finishing your thesis, you probably do not have time to try

any tricks with the X11 options etc., but in case you already know your way around X11, here is something I noticed.

My objects graphics code, working well in idlde (version 6.0), was choking when I ran it in the VM. It would render the main window and the background plus one button widget but nothing more. I then started up X11 with -depth 8 and the VM rendered one more object (an IDLgrModel object) before choking again. Maybe that gives a clue about how to get into the X11 programming and track down the trouble.

But I have other things to do than dig into that tangle! Keep working on that thesis!!

==Thomas Brueckner==

> figures for my thesis but it seems I cannot run any object graphics code?
> I am running IDL 5.6, 6.0 and 5.6se under OS X (10.3) with Apple X11 and
> code that works fine runing the either 5.6 or 6.0 (full version) but fails
> to work with the student edition? Even the RSI object example code fails
> after each object window is drawn!!
>
> cinqueterre [1:50pm] skelton [~] idl
> IDL Student Edition 5.6, Mac OS X (darwin ppc m32). (c) 2002, Research Systems, Inc.
> Installation number: 001.
> Licensed for use by: IDL Student Version
>
> IDL> test_surface
> % Compiled module: TEST_SURFACE.
> % Compiled module: DIST.
> % X windows protocol error: BadMatch (invalid parameter attributes).
> % X windows protocol error: BadWindow (invalid Window parameter).
>
>
> IDL> help, /device
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
> Current graphics device: X
>   Server: X11.0, The XFree86 Project, Inc, Release 40300000
>   Display Depth, Size: 24 bits, (1280,854)
>   Visual Class: TrueColor (4)
>   Bits Per RGB: 8 (8/8/8)
>   Physical Color Map Entries (Emulated / Actual): 256 / 256
>   Colormap: Private, 16777216 colors. Translation table: Enabled
>   Graphics pixels: Decomposed,   Dither Method: Ordered
>   Write Mask: 16777215 (decimal) ffffff (hex)
>   Graphics Function: 3 (copy)

>   Current Font: <default>,   Current TrueType Font: <default>
>   Default Backing Store: Req from Server.

Subject: Re: Student Edition & Object Graphics
Posted by Randall Skelton on Fri, 23 Jan 2004 08:08:01 GMT
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On Thu, 22 Jan 2004, Christopher Lee wrote:

> Hi,
>   There's a post on the newsgroup titled
> "It's official: Object graphics won't work in VM on UNIX platforms"
>   which might help.
>
> One of the workrounds suggested by RSI is to force IDL into software rendering
> by changing the filename of gl_driver.so to gl_driver.bak.

That seems to have resolved some of the problems. I can now at least get
plots to show. I still get unsported X11 errors each time I move my mouse
in/out of an IDL object window :(

% X windows protocol error: BadColor (invalid Colormap parameter).

Thanks for the help.

Randall

Subject: Re: Student Edition & Object Graphics
Posted by MKatz843 on Sat, 24 Jan 2004 00:46:09 GMT
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I'm interested to know how you solve this, so be sure to post a
follow-up.
I'm running the full version of IDL 6.0 on Panther with an
out-of-the-box configuration. Object graphics are fast and smooth. I'd
like to be able to recommend the student version to . . . well,
students, I suppose. I'd contact RSI tech support for their input.

M. Katz

Subject: Re: Student Edition & Object Graphics
Posted by Randall Skelton on Wed, 04 Feb 2004 02:50:42 GMT
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As far as I know, this problem has been logged as a bug in IDL 5.6se.
Unfortunately, there is no real fix. You can disable hardware rendering
as suggested earlier in this thread, but there are still other X11-IDL
quirks when working with object graphics. I am running 10.3.x + Apple X11
and do not know if 10.2.x + Apple X11beta works any better.

With luck, there will be an IDL 6.1 student version...

Cheers,
Randall

On 23 Jan 2004, M. Katz wrote:

> I'm interested to know how you solve this, so be sure to post a
> follow-up.
> I'm running the full version of IDL 6.0 on Panther with an
> out-of-the-box configuration. Object graphics are fast and smooth. I'd
> like to be able to recommend the student version to . . . well,
> students, I suppose. I'd contact RSI tech support for their input.
>
> M. Katz
>