
Subject: Re: More Mac Woes
Posted by [jm](#) on Tue, 15 Nov 2005 09:41:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

A "fix" for this was posted by Ken Mankoff a while back:

In a terminal just type the following and then restart X11:

```
defaults write com.apple.x11 wm_click_through -bool true
```

That cures the CURSOR problem, can't help with the resize issue.

As an aside, for most of us, the 'Mac whay heys!' far outnumber the 'Mac woes'. For example, Keynote preserves the vector character of your EPS graphics (you can also drop-in PDF equations). And so on...

-John Mardaljevic

Subject: Re: More Mac Woes
Posted by [David Fanning](#) on Wed, 16 Nov 2005 04:08:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

jm@dmu.ac.uk writes:

> That cures the CURSOR problem, can't help with the resize issue.
>
> As an aside, for most of us, the 'Mac whay heys!' far outnumber the
> 'Mac woes'. For example, Keynote preserves the vector character of
> your EPS graphics (you can also drop-in PDF equations). And so on...

I'm down with ya, man!

I've got most of my woes taken care of now, thanks for all the help. I still have the problem with LOTS of events during a window resize, but now I learn this is IDL 6.0 and not the IDL 6.2 version I was told it was. I don't recall seeing it last week when I had three Macs in the room and all running IDL 6.2 (although on different OS's).

It is sometimes hard to keep track of it all, but I'm trying to take notes. :-)

Cheers,

Daivd

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: More Mac Woes

Posted by [Patrick Broos](#) on Thu, 17 Nov 2005 22:08:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I've just today experienced the window resize craziness on my (Tiger) Mac under IDL 6.1. I drag a corner of a window containing a draw widget and IDL spends 10 minutes enlarging the window one pixel at a time, redrawing the graphics at each step. The strange thing is that it is intermittent -- it does not usually do this.

Any ideas are greatly appreciated.
Patrick Broos

PS My recent switch from Solaris to OS-X has been fairly painful in a variety of ways, but I still have hopes that in the end I will be glad I did. The first thing we did is toss the Apple mouse & keyboard in the trash and plug in a 3-button mouse and our old Sun keyboard. Now if only someone knew how to get OS-X to enable keystrokes on those wonderful 10 extra keys on the left side of the Sun keyboard---you know Copy, Paste, Cut, Open, Find, ...

David Fanning wrote:

- > I still have the problem with LOTS of events
 - > during a window resize, but now I learn this is IDL 6.0
 - > and not the IDL 6.2 version I was told it was. I don't
 - > recall seeing it last week when I had three Macs in the
 - > room and all running IDL 6.2 (although on different OS's).
-

Subject: Re: More Mac Woes

Posted by [David Fanning](#) on Fri, 18 Nov 2005 02:22:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Patrick Broos writes:

- > I've just today experienced the window resize craziness on my (Tiger)
- > Mac under IDL 6.1. I drag a corner of a window containing a draw

- > widget and IDL spends 10 minutes enlarging the window one pixel at a
- > time, redrawing the graphics at each step. The strange thing is that
- > it is intermittent -- it does not usually do this.
- >
- > Any ideas are greatly appreciated.

I'm guessing, but does setting RETAIN=2 on your draw widget have any effect?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
