
Subject: Re: Mac OSX and IDL6.3

Posted by [Michael Galloy](#) on Thu, 18 May 2006 14:46:07 GMT

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Ben Tupper wrote:

> Hello,
>
> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
> (pre 6.3) I have used Terminal.app for the command line - which works
> great as long as X11 is running. Now I have bumped into a problem with
> where IDL 6.3 starts and runs from the Terminal.app command line, but
> when I invoke any graphics commands (PLOT, TV, etc.) IDL exits with a
> "bus error". Oddly, a HELP, !D,/STRUCT shows that X is the graphics
> device but HELP, /DEVICE results in the bus error problem. I *can*
> run IDL 6.3 just fine from the X11 command line - but that command line
> is quite limited compared to Terminal. I am holding off on installing
> other places until this gets resolved.
>
> The error is logged in /Library/Logs/idl.crash.log but it is all Greek
> (or is it Latin?) to me. Any thoughts on what might be going on?
>
> Thanks!
> Ben

I confirm this behavior; it works for IDL 6.2 and crashes with a bus error for IDL 6.3. By the way, the HELP, /DEVICE command gets partly through before crashing:

IDL> help, /device

Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z

Current graphics device: X

Bus error

Dang, I wish I had known you could do that before IDL couldn't do it anymore.

Mike

--

www.michaelgalloy.com

Subject: Re: Mac OSX and IDL6.3

Posted by [Edd Edmondson](#) on Thu, 18 May 2006 14:59:22 GMT

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Ben Tupper <btupper@bigelow.org> wrote:

> Hello,

> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
> (pre 6.3) I have used Terminal.app for the command line - which works
> great as long as X11 is running. Now I have bumped into a problem with
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> run IDL 6.3 just fine from the X11 command line - but that command line
> is quite limited compared to Terminal. I am holding off on installing
> other places until this gets resolved.

> The error is logged in /Library/Logs/idl.crash.log but it is all Greek
> (or is it Latin?) to me. Any thoughts on what might be going on?

Can you post that idl.crash.log (or if it's long email it to me)?
Also, do you get anything similar running other X11 programs from the
Terminal or is it just IDL?

I don't have IDL installed on any of my Macs, but it's ok when I ssh
to Linux boxes with it installed using Terminal.app.

--
Edd

Subject: Re: Mac OSX and IDL6.3
Posted by [Karsten Rodenacker](#) on Thu, 18 May 2006 15:25:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Ben, I don't see the problem on my powerbook. But I try regularly to
update (apple, darwin ports, fink). Its not just a help, but

```
pbkaro:~ karo$ echo $DISPLAY
:0.0
pbkaro:~ karo$ idl
IDL Version 6.3, Mac OS X (darwin ppc m32). (c) 2006, Research Systems,
Inc.
Installation number: ...
Licensed for use by: ...
```

```
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 40400000
  Display Depth, Size: 24 bits, (1920,1200)
  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: Pixmap.

IDL> window,0

...

Regards
Karsten

Am Thu, 18 May 2006 16:17:51 +0200 schrieb Ben Tupper
<btupper@bigelow.org>:

> Hello,
>
> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
> (pre 6.3) I have used Terminal.app for the command line - which works
> great as long as X11 is running. Now I have bumped into a problem with
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> Thanks!
> Ben

--

Erstellt mit Operas revolutionärem E-Mail-Modul: <http://www.opera.com/m2/>

Subject: Re: Mac OSX and IDL6.3
Posted by [Mark Branson](#) on Thu, 18 May 2006 15:47:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Ben.

Our research group ran into the exact same problem on our G5s, and the solution is to run this command:

setenv DISPLAY <your machine name>:0

I just inserted that line in my .cshrc file and everything works again with Terminal.app.

Hope that helps,
Mark Branson

```
> Am Thu, 18 May 2006 16:17:51 +0200 schrieb Ben Tupper
> <btupper@bigelow.org>:
>
>> Hello,
>>
>> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the
>> past (pre 6.3) I have used Terminal.app for the command line - which
>> works great as long as X11 is running. Now I have bumped into a
>> problem with where IDL 6.3 starts and runs from the Terminal.app
>> command line, but when I invoke any graphics commands (PLOT, TV,
>> etc.) IDL exits with a "bus error". Oddly, a HELP, !D,/STRUCT shows
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>> error problem. I *can* run IDL 6.3 just fine from the X11 command
>> line - but that command line is quite limited compared to Terminal. I
>> am holding off on installing other places until this gets resolved.
>>
>> The error is logged in /Library/Logs/idl.crash.log but it is all
>> Greek (or is it Latin?) to me. Any thoughts on what might be going on?
>>
>> Thanks!
>> Ben
>
>
>
>
```

Subject: Re: Mac OSX and IDL6.3
Posted by [Karl Schultz](#) on Thu, 18 May 2006 15:50:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Thu, 18 May 2006 10:17:51 -0400, Ben Tupper wrote:

```
> Hello,
>
> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
> (pre 6.3) I have used Terminal.app for the command line - which works
> great as long as X11 is running. Now I have bumped into a problem with
```

> where IDL 6.3 starts and runs from the Terminal.app command line, but
> when I invoke any graphics commands (PLOT, TV, etc.) IDL exits with a
> "bus error". Oddly, a HELP, !D,/STRUCT shows that X is the graphics
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>
> The error is logged in /Library/Logs/idl.crash.log but it is all Greek
> (or is it Latin?) to me. Any thoughts on what might be going on?
>
> Thanks!
> Ben

Ben,

Did you report this to Tech Support?

We had a similar report a few days ago.

How do you set your DISPLAY variable in the Terminal application and what value do you set it to?

We're finding that certain values in the DISPLAY variable can cause this problem. You might try setting DISPLAY to :0 to see if that helps.

Let us know if that works.

Karl

Subject: Re: Mac OSX and IDL6.3
Posted by [btt](#) on Thu, 18 May 2006 15:52:53 GMT
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Karsten Rodenacker wrote:

> Hi Ben, I don't see the problem on my powerbook. But I try regularly to
> update (apple, darwin ports, fink). Its not just a help, but
>
> pbkaro:~ karo\$ echo \$DISPLAY
> :0.0
> pbkaro:~ karo\$ idl
> IDL Version 6.3, Mac OS X (darwin ppc m32). (c) 2006, Research Systems,
> Inc.
> Installation number: ...
> Licensed for use by: ...
>
> 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 40400000
>   Display Depth, Size: 24 bits, (1920,1200)
>   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: Pixmap.
> IDL> window,0
> ...
>
> Regards
> Karsten
>
Hi Karsten,
```

I have the same version of X11 that you show. My default was set to "Req from Server". I changed to "Pixmap" with DEVICE, RETAIN = 2. Then I tried the following...

```
IDL> help, /dev
```

```
Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
Current graphics device: X
```

```
% idl.retain X11 resource was used by older versions of IDL to set default
backing store method for graphics windows, but is ignored by this
version.
```

```
It is present and has a value of Server which does not agree with the
value of the IDL_GR_X_RETAIN preference (IDLPixmap). Set the
IDL_GR_X_RETAIN preference to Server if you wish to use this value. Set
the IDL_PREF_OBSOLETE_WARN preference to False if you wish to disable
these warning messages in the future.
```

```
Bus error
```

OK! So I did PREF_SET, "IDL_GR_X_RETAIN", 2, /COMMIT

Then HELP, /DEVICE but I got the same message as above.

Nuts,
Ben

Subject: Re: Mac OSX and IDL6.3
Posted by [Edd Edmondson](#) on Thu, 18 May 2006 15:53:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mark Branson <mark@atmos.colostate.edu> wrote:

> Hi Ben.

> Our research group ran into the exact same problem on our G5s, and the
> solution is to run this command:

> setenv DISPLAY <your machine name>:0

> I just inserted that line in my .cshrc file and everything works again
> with Terminal.app.

I'm somewhat surprised that it fails with a bus error in this
circumstance rather than a simple display error... anyway...

I'd point everyone to a post by Dietrich Onnasch a while back who
showed how to correctly set the DISPLAY variable, because you can't
guarantee it's going to be 0. A slightly modified version of this
script (Nathan Nutter added a check to it for when X11 isn't running)
is:

```
if [ -e /tmp/.X11-unix/* ] then X11_FOLDER=/tmp/.X11-unix
currentUser=`(set `whoami`; echo $1)`
bb=`ls -l $X11_FOLDER | grep $currentUser`
bbb=${bb/*X/:}
usedDISPLAY=$bbb.0
export DISPLAY=$usedDISPLAY fi
```

I'd recommend this over any hard coding of the DISPLAY to 0, as if you
end up in a situation where it isn't it'll have you scratching your
head for some time trying to figure out what's happening.

A common circumstance for DISPLAY not being 0 is if you're using the
Fast User Switching. It's quite easy to have your IDL graphics windows
appearing on someone else's display if you're not careful.

--
Edd

Subject: Re: Mac OSX and IDL6.3
Posted by [Karsten Rodenacker](#) on Thu, 18 May 2006 16:00:22 GMT
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Ben, I don't know the preferences stuff, but I had the beta version

installed before. The latter changed my preferences from my idl 6.2 version, at least I allowed to take over my old prefs.

Maybe its something with the preferences, what should I send?

Regards
Karsten

Am Thu, 18 May 2006 17:52:53 +0200 schrieb Ben Tupper
<btupper@bigelow.org>:

```
> Karsten Rodenacker wrote:
>> Hi Ben, I don't see the problem on my powerbook. But I try regularly to
>> update (apple, darwin ports, fink). Its not just a help, but
>> pbkaro:~ karo$ echo $DISPLAY
>> :0.0
>> pbkaro:~ karo$ idl
>> IDL Version 6.3, Mac OS X (darwin ppc m32). (c) 2006, Research Systems,
>> Inc.
>> Installation number: ...
>> Licensed for use by: ...
>> 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 40400000
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>>   Graphics pixels: Decomposed,      Dither Method: Ordered
>>   Write Mask: 16777215 (decimal) fffff (hex)
>>   Graphics Function: 3 (copy)
>>   Current Font: <default>, Current TrueType Font: <default>
>>   Default Backing Store: Pixmap.
>> IDL> window,0
>> ...
>> Regards
>> Karsten
>>
> Hi Karsten,
>
> I have the same version of X11 that you show. My default was set to
> "Req from Server". I changed to "Pixmap" with DEVICE, RETAIN = 2. Then
> I tried the following...
>
> IDL> help, /dev
> Available Graphics Devices: CGM HP LJ NULL PCL PRINTER PS REGIS TEK X Z
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> Current graphics device: X
> % idl.retain X11 resource was used by older versions of IDL to set
> default
> backing store method for graphics windows, but is ignored by this
> version.
> It is present and has a value of Server which does not agree with the
> value of the IDL_GR_X_RETAIN preference (IDLPixmap). Set the
> IDL_GR_X_RETAIN preference to Server if you wish to use this value.
> Set
> the IDL_PREF_OBSOLETE_WARN preference to False if you wish to disable
> these warning messages in the future.
> Bus error
>
>
>
> OK! So I did PREF_SET, "IDL_GR_X_RETAIN", 2, /COMMIT
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> Then HELP, /DEVICE but I got the same message as above.
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> Nuts,
> Ben

--

Erstellt mit Operas revolutionärem E-Mail-Modul: <http://www.opera.com/m2/>

Subject: Re: Mac OSX and IDL6.3

Posted by [Karl Schultz](#) on Thu, 18 May 2006 16:06:46 GMT

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

On Thu, 18 May 2006 11:52:53 -0400, Ben Tupper wrote:

> Karsten Rodenacker wrote:
>> Hi Ben, I don't see the problem on my powerbook. But I try regularly to
>> update (apple, darwin ports, fink). Its not just a help, but
>>
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>> Inc.
>> Installation number: ...
>> Licensed for use by: ...
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```

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>> IDL> window,0
>> ...
>>
>> Regards
>> Karsten
>>
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> the IDL_PREF_OBSOLETE_WARN preference to False if you wish to disable
> these warning messages in the future.
> Bus error
>
>
>
> OK! So I did PREF_SET, "IDL_GR_X_RETAIN", 2, /COMMIT
>
> Then HELP, /DEVICE .... but I got the same message as above.
>
> Nuts,
> Ben

```

Did you try:

PREF_SET, "IDL_PREF_OBSOLETE_WARN", 0, /COMMIT

to turn off the warning?

Karl

Subject: Re: Mac OSX and IDL6.3

Posted by [btt](#) on Thu, 18 May 2006 16:19:48 GMT

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

Karl Schultz wrote:

> On Thu, 18 May 2006 10:17:51 -0400, Ben Tupper wrote:

>

>> Hello,

>>

>> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
>> (pre 6.3) I have used Terminal.app for the command line - which works
>> great as long as X11 is running. Now I have bumped into a problem with
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>>

>> Thanks!

>> Ben

>

> Ben,

>

> Did you report this to Tech Support?

>

> We had a similar report a few days ago.

>

> How do you set your DISPLAY variable in the Terminal application and what
> value do you set it to?

>

> We're finding that certain values in the DISPLAY variable can cause this
> problem. You might try setting DISPLAY to :0 to see if that helps.

>

> Let us know if that works.

>

> Karl

>
>
>

Hi Karl,

I have not reported it yet to tech support.

I set IDL_PREF_OBSOLETE_WARN = false and now I get the bus error without the warning. Well, that worked!

I confess that I haven't ever actually set my display variable (at least not so I knew it). You have to understand that display means the monitor to a dope like me - where else would I display stuff? I'll give the solutions offered by Mark and Edd a whirl.

Edd, does the script you suggest go into .cshrc (or .tcshrc as the case is for me)?

Thanks,
Ben

Subject: Re: Mac OSX and IDL6.3
Posted by [Edd Edmondson](#) on Thu, 18 May 2006 16:25:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ben Tupper <btupper@bigelow.org> wrote:

> Edd, does the script you suggest go into .cshrc (or .tcshrc as the case
> is for me)?

The one I posted is actually a bash script. Someone more familiar with csh than me can probably rewrite it appropriately.

--
Edd

Subject: Re: Mac OSX and IDL6.3
Posted by [Karl Schultz](#) on Thu, 18 May 2006 17:17:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Thu, 18 May 2006 12:19:48 -0400, Ben Tupper wrote:

> Karl Schultz wrote:
>> On Thu, 18 May 2006 10:17:51 -0400, Ben Tupper wrote:
>>
>>> Hello,

```

>>>
>>> I have installed IDL 6.3 onto a Mac OSX (10.4) G4 laptop. In the past
>>> (pre 6.3) I have used Terminal.app for the command line - which works
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>>> where IDL 6.3 starts and runs from the Terminal.app command line, but
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>>> (or is it Latin?) to me. Any thoughts on what might be going on?
>>>
>>> Thanks!
>>> Ben
>>
>> Ben,
>>
>> Did you report this to Tech Support?
>>
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>>
>> How do you set your DISPLAY variable in the Terminal application and what
>> value do you set it to?
>>
>> We're finding that certain values in the DISPLAY variable can cause this
>> problem. You might try setting DISPLAY to :0 to see if that helps.
>>
>> Let us know if that works.
>>
>> Karl
>>
>>
>>
> Hi Karl,
>
> I have not reported it yet to tech support.

```

No need to now. I suggested it because they may have already seen the problem and would be able to give you an immediate solution. Just to get ya back working faster :-).

```

>
> I set IDL_PREF_OBSOLETE_WARN = false and now I get the bus error without
> the warning. Well, that worked!

```

I had hoped you would have also set DISPLAY to :0 to avoid the crash. We're mixing two issues here.

1) Set DISPLAY to :0 to avoid the crash when launching IDL from a Terminal. (Or use the script Edd mentioned)

2) Set IDL_PREF_OBSOLETE_WARN to false to quiet warnings about overriding X rdb settings with preference settings.

I think that you need to do them both to get where you want.

> I confess that I haven't ever actually set my display variable (at least
> not so I knew it). You have to understand that display means the
> monitor to a dope like me - where else would I display stuff? I'll give
> the solutions offered by Mark and Edd a whirl.

All X client programs, including IDL, need to know what X server to connect to. If you open a Terminal on OS X and type:

```
xclock
```

whether an X server is running on your OS X workstation or not, you'll get:

Error: Can't open display:

The proper approach is to start the X server, and if you intend to start X clients from the Terminal, you need to either set the DISPLAY env var to the server's connection address, e.g., :0, or myhost:0, or specify the connection address with a -display kwd parm, e.g., xclock -display myhost:0.

It turns out that IDL 6.2 and prior somehow connected to the X server running on your OS X desktop WITHOUT specifying the DISPLAY env var. At this exact second, I don't know how this was accomplished. While convenient, one can argue that the behavior is incorrect. IDL should politely fail to create the window and let the user correct the problem. (It is possible that IDL is simply using :0 in the absense of a DISPLAY env setting and that's why it worked. But IDL's going out on a limb here and making an assumption that you may not want)

OS X provides a rather unusual desktop environment, because the desktop is not controlled by the X server, even when X11 is running. In a more conventional X desktop, any xterm or other client started from a desktop menu inherits the DISPLAY env var setting from the server and so DISPLAY is set in the xterm environment. Any clients launched from that xterm will show up on that server.

So, you can do it either way. You just need to be aware of the extra step

involved in Terminal to set DISPLAY the way you want it.

The problem was introduced as a side-effect of the new multi-monitor functionality and it happens even if there is only one monitor. I'll look into restoring the 6.2 behavior in the next release, but in the meantime, you really need to set that DISPLAY variable. It is the right thing to do from an X11 point of view.

Karl

Subject: Re: Mac OSX and IDL6.3

Posted by [Michael Galloy](#) on Thu, 18 May 2006 21:26:48 GMT

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Karl Schultz wrote:

> 1) Set DISPLAY to :0 to avoid the crash when launching IDL from a
> Terminal. (Or use the script Edd mentioned)

That fixed it for me.

Mike

--

www.michaelgalloy.com

Subject: Re: Mac OSX and IDL6.3

Posted by [btt](#) on Tue, 30 May 2006 16:02:35 GMT

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Michael Galloy wrote:

> Karl Schultz wrote:

>> 1) Set DISPLAY to :0 to avoid the crash when launching IDL from a
>> Terminal. (Or use the script Edd mentioned)

>

> That fixed it for me.

>

> Mike

> --

> www.michaelgalloy.com

My thanks to all for the help. I confess that I have been away from IDL ever since I posted about my woes. Only now have I had the chance to resume. I am wondering if a kindly soul might post the exact line for setting the DISPLAY variable in the tcsh shell?

Here's what is in my .tcshrc file now...

```
setenv LM_LICENSE_FILE /Applications/rsi/license/license.dat
source /Applications/rsi/idl/bin/idl_setup
setenv IDL_PATH "<IDL_DEFAULT>:+/Users/Shared/code/idl"
setenv IDL_DLM_PATH "<IDL_DEFAULT>:+/Users/Shared/code/idl/idldlm"
alias see='open -a /Applications/SubEthaEdit.app'
```

I have tried various combinations of

```
setenv DISPLAY 0:0
setenv DISPLAY :0
setenv sierackiG5:0:0
setenv DISPLAY PLEASE:WORK:THIS:TIME:FOR:PETES:SAKE
```

And other less polite efforts. All of the fail equally well.

Thanks!

Ben
