Subject: Mac OSX and IDL6.3
Posted by btt on Thu, 18 May 2006 14:17:51 GMT
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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

Subject: Re: Mac OSX and IDL6.3
Posted by RJA on Tue, 30 May 2006 16:57:15 GMT
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Ben Tupper wrote:
> 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...
>
I have:

setenv DISPLAY ":0"

Hope that helps.

Cheers, Richard.

Subject: Re: Mac OSX and IDL6.3
Posted by btt on Tue, 30 May 2006 20:00:28 GMT
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RJA wrote:
> Ben Tupper wrote:
>> 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...
>>
> I have:
>
> setenv DISPLAY ":0"
>
> Hope that helps.
>
> Cheers, Richard.
>

Aha! That works! Whew.

Many thanks,
Ben