
Subject: IDL 6.3 Intel in Mac + IDLWAVE + graphics = CRASH

Posted by [jgc](#) on Mon, 11 Sep 2006 06:56:33 GMT

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Dear All,

IDL 6.3 Intel native is running fine when called from the Xterminal or from idlde. However, when run from IDLWAVE it crashes (better implodes and collapses) whenever a graphic command is issued. It used to be fine with IDL 6.2.

I have tried setting DISPLAY equal to both ":0.0" and ":0", in .bashrc and in .MacOSX/environment.plist. Curiously, if Xwindows is not running it looks for it appropriately,

```
% PLOT: Unable to connect to X Windows display: :0.0
```

```
% PLOT: Unable to open X Windows display.
```

Is your DISPLAY environment variable set correctly?

but when it is running it collapses on every graphic command. Then when IDL is recalled, it displays a bus error from the previous session.

If I enquire the system from the xterminal within IDL I get

```
IDL> $env
```

```
TERM=xterm
```

```
DISPLAY=:0.0
```

from IDWAVE, first, I need to call twice the idl shell (C-c C-s is undefined on first call), then the environment variables are different:

```
IDL> $env
```

```
TERM=dumb
```

```
there is no DISPLAY variable
```

Any help in solving this is much appreciated.

all the best,

Javier

IDL 6.3 for Mac OS X for Intel, last release (2 days ago)

MacBook Pro Intel duo OS X 10.4.7

GNU Emacs 22.0.50.1

IDLWAVE 6.0
