
Subject: OSX IDL 6.3 and IDLWAVE

Posted by [Brigette Hesman](#) on Tue, 24 Jul 2007 23:10:59 GMT

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Hello,

I saw some mention of this problem earlier but none of the solutions have worked for me.

When I use IDLWAVE to run IDL using OS X and IDL 6.3 I get a bus error when I try to perform any functions that have to do with the display. I have made sure that my X11 is loaded before I run emacs and IDLWAVE and have tried the various options of setting my display environment variable to 0. None of this has worked.

Does anyone have any advice on what to do?

I can run IDL fine when I run it independently (outside of emacs and idlwave) but I do not want to do this. I want to use emacs so I get the color coding when I code.

Please help!

Cheers,
Brigette

Subject: Re: OSX IDL 6.3 and IDLWAVE

Posted by [JD Smith](#) on Fri, 27 Jul 2007 17:50:29 GMT

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On Tue, 24 Jul 2007 16:10:59 -0700, Brigette Hesman wrote:

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> idlwave) but I do not want to do this. I want to use emacs so I get

> the color coding when I code.

This is the DISPLAY issue rearing it's head, and I expect you're running Emacs from Carbon, not X11. Try starting emacs directly from the Shell where you can get IDL to run, and also read:

<http://www.dfanning.com/tips/maccrash.html>

Another good option is to run Emacs under X11 (requires a different copy of Emacs, preferably v22.1 or greater). Then you know you've got a proper DISPLAY set. If you want to use it under Carbon, you need to ensure X11 is started (e.g. in your startup items), and set DISPLAY globally. An easy way to do this is:

```
% mkdir ~/.MacOSX
% defaults write ~/.MacOSX/environment 0:0
```

This will work if you are the only user, but with multiple users logged in each running X11, a different display variable will be needed.

JD
