
Subject: Re: IDL and Leopard

Posted by dcleon@gmail.com on Tue, 30 Oct 2007 16:15:46 GMT

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On Oct 30, 2:31 am, "mgal...@gmail.com" <mgal...@gmail.com> wrote:

> Just a warning to those thinking of upgrading to Leopard: I can't get
> IDL widget programs to run in IDL 6.4 under Mac OS X Leopard. Non-
> interactive graphics and analysis code seem to run fine. Any one have
> luck with this?
>
> Mike
> --www.michaelgalloy.com

In addition to the problems you mention (which I am also
experiencing)
the direct graphics TV command also leads to a bus error.

dave

Subject: Re: IDL and Leopard

Posted by [Robbie](#) on Tue, 30 Oct 2007 22:35:30 GMT

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AFAIK IDK 6.4 seems to come with some debugging symbols so you may get
a meaningful backtrace. I don't have a mac, but the same method should
apply.

Try running IDL using gdb (gcc debugger)

Under bash

```
LD_LIBRARY_PATH=/usr/local/itt/idl64/bin/bin.linux.x86 gdb /usr/local/  
itt/idl64/bin/bin.linux.x86/idl
```

Under csh

```
setenv LD_LIBRARY_PATH /usr/local/itt/idl64/bin/bin.linux.x86  
gdb /usr/local/itt/idl64/bin/bin.linux.x86/idl
```

When IDL crashes and returns to gdb you can type "backtrace" to find
exactly where IDL is crashing.

Robbie
