Subject: Re: IDL object graphics code logs me out?!
Posted by David Fanning on Thu, 18 Jun 2009 21:27:35 GMT

Paul van Delst writes:

> I think I may be losing my mind, but just in case I'll post the question here:

Object graphics!? I'm pretty sure you are losing
your mind. ;-)

Cheers,

David

--
David Fanning, Ph.D.
Coyote's Guide to IDL Programming (www.dfanning.com)
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL object graphics code logs me out?!
Posted by Paul Van Delst[1] on Thu, 18 Jun 2009 21:34:23 GMT

David Fanning wrote:
> Paul van Delst writes:
>
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> Object graphics!? I'm pretty sure you are losing
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Yeah, I pretty much figured :o)

Still, I now can reproduce the problem in one step every time.

When I run my test code, it produces the DG window and then the (empty) OG window. If I kill the DG window and run the test again, I'm "auto" logged out. Going in the opposite direction and killing the OG window and re-running does nothing untoward.

I'm off for a couple cold ones. Maybe that'll induce some sense....

cheers,

paulv

Subject: Re: IDL object graphics code logs me out?!
Posted by penteado on Fri, 19 Jun 2009 02:22:42 GMT

On Jun 18, 6:34 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:
> David Fanning wrote:
>> Paul van Delst writes:
>
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> paulv

I used to occasionally get similar symptoms in the past (I do not
remember if it was IDL 7 or 6.4). It was not actually a logoff, but it
looked like it: the X server died, which caused it to restart at the
login screen.

I never found exactly what operations caused the crash, but I found
that it was caused by the use of hardware OpenGL. With some versions
of my graphic card's driver (fglrx, for an ATI FireGL), occasionally
OpenGL (also, occasionally, video playback) killed the X server.

In the case of IDL, an immediate solution was to switch it to software
OpenGL (in IDL 7, it lives in Window/Preferences/IDL/Graphics). It was
eventually properly fixed with a new version of the graphic card
driver, which allowed me to get back to using hardware OpenGL in IDL.

Subject: Re: IDL object graphics code logs me out?!
Posted by David Fanning on Fri, 19 Jun 2009 02:29:37 GMT

pp writes:

> I used to occasionally get similar symptoms in the past (I do not
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> OpenGL (in IDL 7, it lives in Window/Preferences/IDL/Graphics). It was
> eventually properly fixed with a new version of the graphic card
> driver, which allowed me to get back to using hardware OpenGL in IDL.

I don't know if it is the truth or not, but *this* I am
prepared to believe! :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: IDL object graphics code logs me out?!
Posted by Paul Van Delst[1] on Fri, 19 Jun 2009 14:21:41 GMT
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pp wrote:
> On Jun 18, 6:34 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:
>> David Fanning wrote:
>>> Paul van Delst writes:
>>>> I think I may be losing my mind, but just in case I'll post the question here:
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> OpenGL (in IDL 7, it lives in Window/Preferences/IDL/Graphics). It was
> eventually properly fixed with a new version of the graphic card
> driver, which allowed me to get back to using hardware OpenGL in IDL.

Ah, o.k. A place to start looking! :o)

Thanks very much for the info.

cheers,

paulv

Subject: Re: IDL object graphics code logs me out?!
Posted by R.G. Stockwell on Fri, 19 Jun 2009 19:45:46 GMT
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"Paul van Delst" <paul.vandelst@noaa.gov> wrote in message
news:h1eb4c$pq9$1@news.woc.noaa.gov...
> Hello,
>
> I think I may be losing my mind, but just in case I'll post the question
> here:
>
> Has anyone had any weird experiences where using object graphics in IDL
> causes them to be logged out of their system?

A colleague experienced this same thing. But when he exits IDL, it crashes
the system (same as you, it appears to be "logged out"). I have not
resolved
the problem as of yet (although the software opengl posted here sounds like
a very good
idea to try).

cheers,
bob

Subject: Re: IDL object graphics code logs me out?!
Posted by Paul Van Delst[1] on Tue, 23 Jun 2009 16:06:06 GMT
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pp wrote:
> On Jun 18, 6:34 pm, Paul van Delst <paul.vande...@noaa.gov> wrote:
>> David Fanning wrote:
>>> Paul van Delst writes:
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> OpenGL (in IDL 7, it lives in Window/Preferences/IDL/Graphics). It was

> eventually properly fixed with a new version of the graphic card
> driver, which allowed me to get back to using hardware OpenGL in IDL.

Anyone know how to set software opengl on a linux box?

cheers,

paulv