Subject: Re: the idl7.1 crashed when drawing Posted by airy.jiang on Wed, 30 Sep 2009 02:29:24 GMT

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oh, nobody come in~~

Subject: Re: the idl7.1 crashed when drawing Posted by David Fanning on Wed, 30 Sep 2009 03:18:56 GMT View Forum Message <> Reply to Message

airy.Jiang writes:

> oh,nobody come in~~

Does it do the same thing if you choose software rendering for your draw widget?

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: the idl7.1 crashed when drawing Posted by airy.jiang on Wed, 30 Sep 2009 08:33:47 GMT View Forum Message <> Reply to Message

> airy.Jiang writes:
>> oh,nobody come in~~
>
 Does it do the same thing if you choose software rendering
> for your draw widget?
>
 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.")

yes, it happened again. And I changed 2 pc, including a computer with different graphic card, it do the same thing....:(

Subject: Re: the idl7.1 crashed when drawing Posted by David Fanning on Wed, 30 Sep 2009 13:28:02 GMT View Forum Message <> Reply to Message

airy. Jiang writes:

- > yes,it happened again. And I changed 2 pc,including a computer with
- > different graphic card, it do the same thing....(

Well, in the absence of more evidence, I would suspect a problem with your code. Have you managed to create a test case?

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: the idl7.1 crashed when drawing Posted by airy.jiang on Sat, 03 Oct 2009 02:23:21 GMT

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- > airy.Jiang writes:
- >> yes, it happened again. And I changed 2 pc, including a computer with
- >> different graphic card, it do the same thing....:(

>

- > Well, in the absence of more evidence, I would suspect a
- > problem with your code. Have you managed to create
- > a test case?

>

> 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.")

I'm sure that there is no problem in my code.Because the code can be excute very well in the IDL7.0 ,IDL 6.4.And I did a lot of test,including change the retain of the view etc.The most important thing is that I made a breakpoint , the system crashed at this line : oWindow->Draw, oView.The setting of widget\_draw and idlgrview are normal and correct.And just a few of objects like idlgrpolyline in the view.That's really a strange problem.Because it doesn't happened in all cases,there is no prolblem with another main widget\_draw in my same program.I downloaded the neweset version :IDL7.1.1,hope the problem will not happen again,but failed.I suspect that is a new bug,but not very sure for now.

Whatever. Thanks for your suggestion, David.