
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
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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
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> 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
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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.
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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 problem 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.
