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Subject: Re: ps\_start problems in idl 7.1

Posted by [David Fanning](#) on Thu, 07 Jan 2010 19:09:02 GMT

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Mr.G wites:

> I was using IDL6 before and the "ps\_start.pro" "ps\_end.pro" worked  
> just fine. However, after I reinstalled my linux system and idl7.1,  
> this two programs does not seem to work properly. Does anyone has the  
> same problem? Does anyone (hmm...David) knows how to resolve this  
> problem?

The problem appears to be that the normal IDL lib file  
is not on your IDL path! Get\_Screen\_Size is an IDL  
library routine.

How have you set your IDL path up? When you print it out,  
what do you find on it? Can you find the IDL lib subdirectory?

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")

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Subject: Re: ps\_start problems in idl 7.1

Posted by [Mr.G](#) on Thu, 07 Jan 2010 20:17:13 GMT

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David,

Thanks a bunch!

You are right that I removed the library file gl\_driver.so because I  
had a segmentation fault when I run IDL.

The problem was due to the conflict between gl\_driver.so and the newer  
versions of ubuntu.

Is there anyway to bypass this? (other than install an older version  
of unbuntu?)

On Jan 7, 1:09 pm, David Fanning <n...@dfanning.com> wrote:

> Mr.G wites:

>

>> I was using IDL6 before and the "ps\_start.pro" "ps\_end.pro" worked  
>> just fine. However, after I reinstalled my linux system and idl7.1,  
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> is not on your IDL path! Get\_Screen\_Size is an IDL  
> library routine.

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> what do you find on it? Can you find the IDL lib subdirectory?

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

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Subject: Re: ps\_start problems in idl 7.1

Posted by [David Fanning](#) on Thu, 07 Jan 2010 20:32:16 GMT

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Mr.G wites:

> You are right that I removed the library file gl\_driver.so because I  
> had a segmentation fault when I run IDL.  
> The problem was due to the conflict between gl\_driver.so and the newer  
> versions of ubuntu.

>

> Is there anyway to bypass this? (other than install an older version  
> of unbuntu?)

Oh, right. Get\_Screen\_Size() creates an object graphics window  
in order to determine the dimensions of the display.

You could write your own Get\_Screen\_Size()function and put  
it on your path ahead of IDL's. You will have to hard code  
your display resolution into the function. My display is  
1680 by 1050.

```
Function Get_Screen_Size
  RETURN, [1680,1050]
END
```

I don't know anything about Unbuntu, except that the latest version "sucks." :-)

Cheers,

David

--

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

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Subject: Re: ps\_start problems in idl 7.1  
Posted by [penteado](#) on Thu, 07 Jan 2010 21:46:50 GMT  
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On Jan 7, 6:17 pm, "Mr.G" <gameplay...@gmail.com> wrote:  
> You are right that I removed the library file gl\_driver.so because I  
> had a segmentation fault when I run IDL.  
> The problem was due to the conflict between gl\_driver.so and the newer  
> versions of ubuntu.

No, that is not your problem. Removing that file simply keeps IDL from trying to use the hardware Open GL. It has nothing to do with your problem (and it is the solution when IDL crashes because of hardware Open GL).

What happened is that, as David suggested, your IDL cannot find the files of its standard library, because its directory is missing from your path. That has broken a lot more than just those routines you mentioned, very little is working now. You can confirm it by looking at the result of print, !path.

My guess is that you have the environment variable IDL\_PATH being set to something that does not include <IDL\_DEFAULT>, which is where IDL's libraries live.

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