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Subject: Bug in object selection in iTools and Graphics  
Posted by [penteado](#) on Mon, 14 Feb 2011 17:42:29 GMT

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I am looking for help on and odd bug I experienced when trying to work interactively with surfaces, both in `isurface` and `surface()`. When I click on the scene, anywhere, the only thing that gets selected is the z axis. Even if I select something else, through the visualization browser, when I try to move it around, or change its properties, it reverts to selecting the axis. This keeps me from, for instance, selecting the surface, zooming, or moving the lights around.

It seems to be due to the interaction with the X server: It happens locally on one computer, but it does not happen if I access that same computer through SSH. And if use that computer to access another (where there are no problems locally), the problem also happens. So it seems that it is all due to the interaction with that particular X server. Which is also odd because the two computers are so similar. I am the one who installed and set up both of them. Both have IDL 8.0.1, on Fedora on `x86_64`. The one with the problem is Fedora 13, with X server `xorg-x11-server-Xorg-1.8.0-12.fc13.x86_64`. The one where no problems happen locally is Fedora 12 with X server `xorg-x11-server-Xorg-1.7.1-7.fc12.x86_64`.

Later I will try this locally on another F13 computer.

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Subject: Re: Bug in object selection in iTools and Graphics  
Posted by [David Fanning](#) on Wed, 01 Jun 2011 20:30:07 GMT

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Paulo Penteado writes:

> Really? "solution"?

I think we are using the term loosely around here. ;-)

Cheers,

David

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David Fanning, Ph.D.

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

Seppure ma de ni thui. ("Perhaps thou speakest truth.")

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