
Subject: Re: IDL on Mac OS X 10.7 (Lion)
Posted by [Reno Choi](#) on Mon, 25 Jul 2011 22:37:00 GMT
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Hi

(I'm using IDL 7.1.1 and updated OS X 10.7 (Lion) over the weekend.)

I'm experiencing problems (I think) with X11 at the moment.

A) ImageMagick has gone. I may have installed it manually, but went for re-installing MacPort (<http://www.macports.org/>) that is still spitting series of errors both in X11 and Terminal.app, like,

```
reno$ convert
dyld: Library not loaded: /System/Library/Frameworks/OpenCL.framework/
Versions/A/Libraries/libclparser.dylib
  Referenced from: /opt/local/bin/convert
  Reason: image not found
Trace/BPT trap: 5
reno$
```

B) While I did not notice any problem with "direct" graphics, I am having trouble with David's graphic tools. It's kind of strange problem - showing error messages below, while graphics seems to work.

```
IDL> cgPlot, IndGen(10)
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
% X windows protocol error: BadMatch (invalid parameter attributes).
IDL>
```

With more complicated graphics, such as cgContour, with multiple plots in a window, the responses are more puzzling - plot titles, labels, plots, etc are randomly disappearing every time I tried.

I am told that Lion's is based on xorg-server-1.10.2, although XQuartz 2.6.3 will be based on xorg-server-1.10.3. I'm still searching for solutions. I have not contacted ITTVIS, but wonder if they're willing to support IDL 7.1.1 (not sure if version 8 is flawless).

Ta.

On Jul 25, 7:09 pm, "Kenneth P. Bowman" <k-bow...@null.edu> wrote:

- > Has anyone tried installing and running IDL on a Mac running
 - > OS X 10.7 (Lion)? Any major problems?
 - >
 - > I need to buy a new computer, and I am sure it will come with
 - > 10.7 (and may not be capable of running 10.6).
 - >
 - > Thanks, Ken Bowman
-

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Reno](#) on Tue, 26 Jul 2011 09:20:39 GMT

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Hi,

Further to my earlier message above, I sorted out the ImageMagick problem in A). I realised that, for those who installed ImageMagick through MacPorts, all ports have to be reinstalled for newer OSX according to the instruction (<https://trac.macports.org/wiki/Migration>).

Cheers

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Reno](#) on Tue, 26 Jul 2011 09:35:59 GMT

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Hi

For those of you who installed ImageMagick through MacPorts and recently upgraded to OSX Lion, all ports are to be re-installed according to the "Migration" instruction (<https://trac.macports.org/wiki/Migration>). It solved my problem A). Sorry for the confusion.

Cheers.

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Matt\[3\]](#) on Tue, 26 Jul 2011 11:42:12 GMT

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On Jul 25, 11:37 pm, Reno Choi <i...@specube.com> wrote:

- > B) While I did not notice any problem with "direct" graphics, I am
- > having trouble with David's graphic tools. It's kind of strange

> problem - showing error messages below, while graphics seems to work.
>
> IDL> cgPlot, IndGen(10)
> % X windows protocol error: BadMatch (invalid parameter attributes).
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> % X windows protocol error: BadMatch (invalid parameter attributes).
> % X windows protocol error: BadMatch (invalid parameter attributes).
> % X windows protocol error: BadMatch (invalid parameter attributes).
> IDL>
>
> With more complicated graphics, such as cgContour, with multiple plots
> in a window, the responses are more puzzling - plot titles, labels,
> plots, etc are randomly disappearing every time I tried.
>
> I am told that Lion's is based on xorg-server-1.10.2, although XQuartz
> 2.6.3 will be based on xorg-server-1.10.3. I'm still searching for
> solutions. I have not contacted ITTVIS, but wonder if they're willing
> to support IDL 7.1.1 (not sure if version 8 is flawless).

Only had a chance to very briefly try IDL 8.1 with Lion a couple of days ago, but everything seemed fine (although I didn't get to try David's graphics).

Regarding Reno's point B, I've always had the same X11 error messages using David's routines on IDL 8 and 8.1 on Snow Leopard, running XQuartz 2.5.3. It'd be good to hear any suggestions about how we might fix this.

Cheers,

Matt

Subject: Re: IDL on Mac OS X 10.7 (Lion)
Posted by [Kenneth P. Bowman](#) on Tue, 26 Jul 2011 14:07:51 GMT
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In article
<45d116ae-2b29-4e84-afae-201f7b5186b5@x7g2000vbk.googlegroups.com>,
Matt <theothermatrigby@gmail.com> wrote:

> Regarding Reno's point B, I've always had the same X11 error messages
> using David's routines on IDL 8 and 8.1 on Snow Leopard, running
> XQuartz 2.5.3. It'd be good to hear any suggestions about how we
> might fix this.
>
> Cheers,
>

> Matt

I think that upgrading to the most recent version of XQuartz solved this for me. I am currently running XQuartz 2.6.2, and I see that there is a newer version (2.6.3) that was released a few days ago.

<http://xquartz.macosforge.org/trac/wiki>

Ken Bowman

Subject: Re: IDL on Mac OS X 10.7 (Lion)
Posted by [Reno](#) on Tue, 26 Jul 2011 23:09:18 GMT
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In my Lion, X11 currently is XQuartz 2.6.3 already (xorg-server 1.10.2) - strange... As pointed out, I think problem seems to incompatibility between XQuartz and xorg-server.

Ah. Hopefully the new release regardless the version number sorts out the problem, once my code finished running in another couple of days.

Meanwhile, any other suggestion is welcome.

Subject: Re: IDL on Mac OS X 10.7 (Lion)
Posted by [Robert Ryans](#) on Wed, 27 Jul 2011 00:24:23 GMT
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IDL 8.1 itself seems OK in the very limited testing I have done using some of my own routines, but lmgrd has been problematic. It keeps crashing out when run from launchd, and complains about code-signing errors. When run from a terminal it's OK, though if one uses the '-z' option (as used in the launched plist) it dies immediately with an 'illegal instruction' error. However starting lmgrd from a regular terminal is OK until I reboot - I can close the terminal and lmgrd keeps running.

I contacted ITT about this, they don't (apparently) have any Lion systems to test or build with as yet.

Robert

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Bill\[2\]](#) on Wed, 27 Jul 2011 21:12:58 GMT

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On Jul 26, 6:24 pm, Robert Ryans <drrobertry...@gmail.com> wrote:

> IDL 8.1 itself seems OK in the very limited testing I have done using
> some of my own routines, but Imgrd has been problematic. It keeps
> crashing out when run from launchd, and complains about code-signing
> errors. When run from a terminal it's OK, though if one uses the '-z'
> option (as used in the launched plist) it dies immediately with an
> 'illegal instruction' error. However starting Imgrd from a regular
> terminal is OK until I reboot - I can close the terminal and Imgrd
> keeps running.
>
> I contacted ITT about this, they don't (apparently) have any Lion
> systems to test or build with as yet.
>
> Robert

They told me the same thing. Right now I'm able to run idl and envi
on my MacbookPro by manually starting the Imgrd -c command.

Bill

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Kenneth P. Bowman](#) on Wed, 27 Jul 2011 21:56:19 GMT

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In article

<86a1e5e2-9d69-4d1b-8151-a680ccad0abc@y13g2000yqy.googlegroups.com>,
Robert Ryans <drrobertryans@gmail.com> wrote:

> I contacted ITT about this, they don't (apparently) have any Lion
> systems to test or build with as yet.
>
> Robert

I'd be willing to cover the cost of 10.7 for them if they would
cover the cost of an IDL license for me. ;-)

Cheers, Ken

Subject: Re: IDL on Mac OS X 10.7 (Lion)

Posted by [Matt Haffner](#) on Fri, 29 Jul 2011 04:59:05 GMT

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On Jul 26, 6:09 pm, Reno <renoc...@specube.com> wrote:

- > In my Lion, X11 currently is XQuartz 2.6.3 already (xorg-server
- > 1.10.2) - strange... As pointed out, I think problem seems to
- > incompatibility between XQuartz and xorg-server.
- >
- > Ah. Hopefully the new release regardless the version number sorts out
- > the problem, once my code finished running in another couple of days.
- >
- > Meanwhile, any other suggestion is welcome.

Stumbled on the version story here:

<http://lists.apple.com/archives/X11-users/2011/Jul/msg00032.html>

- Matt
