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Subject: Is IDL 8.1 Useable!?

Posted by [David Fanning](#) on Thu, 08 Sep 2011 03:50:07 GMT

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Folks,

I don't want to put a big damper on all the fun, but I have a serious question. Is anyone actually using IDL 8.1 and function graphics?

Not only are function graphics commands completely opaque to me when I just try to do the simplest things, but in the past several days I have COMPLETELY bugged my machine four times running function graphics programs! This is a nifty little machine, with a pretty darned expensive graphics card, the very latest Windows 7, JAVA updates, etc. And it has been completely and utterly bugged four times! This is four times more than this machine has been bugged since I got the damn thing.

I can't even catch its attention long enough to summon the task manager to kill a process. I have to kill the whole machine by holding the start button in for 5 seconds. It takes about 20 minutes to re-boot and get going again. And as God is my witness, I don't dare run the function graphics program again, for fear I'll be twiddling my thumbs for another half hour!

I don't know. This just seems utterly hopeless to me. :-)

Cheers,

David

P.S. Please, someone, give me some good news! Or at least some ideas for things I can try.

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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.")

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Subject: Re: Is IDL 8.1 Useable!?

Posted by [lecacheux.alain](#) on Mon, 12 Sep 2011 09:14:27 GMT

On 11 sep, 21:52, Craig Markwardt <craig.markwa...@gmail.com> wrote:

> On Sep 8, 11:32 am, David Fanning <n...@dfanning.com> wrote:

>

>> Paul van Delst writes:

>>> The biggest issue I have with NG is that it is so agonisingly slow.

>

>> I find I have a LOT easier time restarting my machine

>> if I can catch the crash early and hit the re-boot button

>> as soon as possible. But, I am having a difficult time

>> telling if the machine has crashed, or the graphics are

>> just taking a LONG time to show up! ;-)

>

>> Cheers,

>

>> David

>

>> P.S. Let's just say if the delay is over 10 seconds and

>> the fan kicks on, it is probably a crash.

>

> I think ITT could use this as the new slogan for their IDL marketing

> materials.

>

> "IDL 8: finding new ways to reboot your computer faster!"

>

> Craig

>

> P.S. Meanwhile, I could be the testimonial for IDL version 5.

My experience does not suggest that NG graphics is the actual cause of sudden IDL 8 crashes. NG is not easy to use, but this is another discussion.

As I describe in previous messages, the crashes I have seen may occur in any situation (by executing a complex graphics statement as well as just moving the mouse while editing), but ALWAYS while using the Workbench and during a LONG interactive session. I even would say that long Workbench session makes the crash inevitable !

This experience is limited to configurations mixing Windows and NVIDIA hardware. I could also test that changing hardware to software rendering had no obvious effect.

Then, I would rather suspect some bug in Eclipse/Java on Windows or Eclipse implementation by ITTVIS.

alain.

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Subject: Re: Is IDL 8.1 Useable!?

Posted by [Paul Van Delst\[1\]](#) on Mon, 12 Sep 2011 14:25:31 GMT

alx wrote:

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> Then, I would rather suspect some bug in Eclipse/Java on Windows or

> Eclipse implementation by ITTVIS.

i don't use the idlde/workbench but, fwiw, if it makes anyone feel better, i'm always beset by java crashes when i use

java based tools. last week it was the pgi debugger gui. it used to work but now throws all manner of java exceptions. i

assume it's because my os upgrades get something java-y out-of-order. in general, for me where admin of my work computer

is out of my hands and subject to all manner of IT security restrictions, java-based tools appear to be so unreliable as

to be mostly useless. the red tape mountain that must be overcome to make it not be so is not one

i feel inclined to scale.

luckily, my computer never actually crashes (which, for all i know, may be due to all the above-mentioned IT restrictions i frequently grouse about :o)

cheers,

paulv

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