Subject: Re: X11<->IDL Death Grip Mac OSX
Posted by David Fanning on Wed, 04 Jan 2012 20:08:56 GMT

Avian writes:

> Awhile ago, someone posted a simple workaround command that would fix the current 8.1 "feature" in the Mac OSX IDL version where replotting a bunch of times causes X11 to crash, which causes IDL to crash. It had to do with IDL not "releasing" some kind of handle in between the two when plotting. I did a quick search, but I'm missing it. Anyone remember what this was?

The "handle" issue applied to Windows computers only,
as I remember it. But the latest IDL 8.1 patch release
was recommended not only to solve this problem for
Windows users, but was recommended for Mac users, too.
I haven't heard whether it actually solved some of these
Mac problems, but I haven't heard anyone complaining
after the patch release was announced.

Cheers,

David

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Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: X11<->IDL Death Grip Mac OSX
Posted by Avian on Wed, 04 Jan 2012 20:39:14 GMT

Thanks David - I gave it a shot but it doesn't appear to fix the problem in OSX.