Subject: IDLDE crashes when opening menus
Posted by Christian on Thu, 01 Mar 2012 18:26:29 GMT

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This is a problem with the development environment - IDL itself seems to be working fine.

I've got IDL 7.0 installed on Mac OSX 10.7.3 (this was a bit of a hack, because the installer is a PowerPC app, and 10.7 doesn't have Rosetta - in the end I just copied the entire folder from a colleague's computer). Things have been working fine for a long time. I recently took a break from coding to try and actually publish some results, but now when I go back to IDL the development environment crashes every single time I do something which generates a pull-down menu (I *think* this is the common element). Certainly it crashes if I click on the menubar, or right-click on a file/folder in the project explorer - but otherwise IDL seems to be working fine (including the little icon shortcuts below the menubar). I can somewhat get work done because it's still possible to do many things with keyboard shortcuts, but I can't update/commit from/to my svn repositories which is certainly a big problem.

I suspect that at some point a java (?) update broke the eclipse hack itt put together, but in that case I'm surprised that I haven't been able to google any cases of other people with the same problem. Since I wasn't actively coding as the time it's difficult to pin down what broke it or even when - all I know is that in early January (?) it worked and as of last week it doesn't.

Has anybody else had a similar problem?

I normally run it via a link to the "IDLSnapFileOpen" app in the main directory, but the error message I get when the same problem after running IDLDE from the command line is:
$ pwd
/Applications/itt/idl70/bin
$ ./idlde
Invalid memory access of location 0x0 eip=0x0
Bus error: 10

The "send your report to Apple" error log is 1179 lines long, so I hesitate to post the entire message. The lines near the top I (arbitrarily?) identified as important and have been googling for (and hopefully brings some other people with a similar problem to this page) are:

Crashed Thread: 0 Dispatch queue: com.apple.main-thread

Exception Type: EXC_BAD_ACCESS (SIGBUS)
Exception Codes: KERN_PROTECTION_FAILURE at 0x0000000000000000

VM Regions Near 0:
--> __PAGEZERO   0000000000000000-0000000000001000 [4K]
---/--- SM=NUL /Applications/itt/*/idlde.darwin.universal.app/
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Application Specific Information:
objc[10162]: garbage collection is OFF

Java information:
 Exception type: Bus Error (0xa) at pc=0000000000000000

 Java VM: Java HotSpot(TM) Client VM (20.4-b02-402 mixed mode macosx-
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Incidentally, this is the same result that I get if I run the itt
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So perhaps I should be running my hacked version of eclipse from a different spot? Currently my script to setup things runs from the first eclipse directory.

Subject: Re: IDLDE crashes when opening menus
Posted by Anywhere on Wed, 14 Mar 2012 12:06:58 GMT
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Hi,
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but for now no solution found.
Did you have resolved it in some way?

On 1 Mar, 19:26, Christian <christian.veens...@gmail.com> wrote:
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Posted by Christian on Wed, 14 Mar 2012 23:13:54 GMT
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Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Thu, 15 Mar 2012 00:30:10 GMT
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So, I'm wondering how exact you mean when you say "the same"... if
there's some difference in our setups maybe some things can be ruled
out as lower probability. What version of IDL and OSX do you have?

I've also tried doing the modifications on both the latest version of
eclipse as well as 3.3, neither worked and both gave the same error.

Following this thread:
 http://groups.google.com/group/comp.lang.idl-pvwave/browse_t hread/thread/e876ab4d48f64cd0

I tried to look at the dependencies of libidl_jdml.jnilib, but it
looks like they are all there:
$ otool -L libidl_jdml.jnilib libidl_jdml.jnilib:
 libidl_jdml.jnilib (compatibility version 0.0.0, current version
0.0.0)
 libidl_dml.dylib (compatibility version 0.0.0, current version 0.0.0)

libidl_bml.dylib (compatibility version 0.0.0, current version 0.0.0)
 libidl_gmem.dylib (compatibility version 0.0.0, current version 0.0.0)
 libidl.7.0.dylib (compatibility version 0.0.0, current version 0.0.0)
 libidl_ops.7.0.dylib (compatibility version 0.0.0, current version 0.0.0)
 libidl_ipcclient.7.0.dylib (compatibility version 0.0.0, current version 0.0.0)
 libMesaGLU6_2.dylib (compatibility version 0.0.0, current version 0.0.0)
 libMesaGL6_2.dylib (compatibility version 0.0.0, current version 0.0.0)
 libOSMesa6_2.dylib (compatibility version 0.0.0, current version 0.0.0)
 libfreetype2_1_3.6.3.2.dylib (compatibility version 10.0.0, current version 10.2.0)
 libXm.3.dylib (compatibility version 4.0.0, current version 4.2.0)
 /usr/X11R6/lib/libXp.6.dylib (compatibility version 6.2.0, current version 6.2.0)
 /usr/X11R6/lib/libXpm.4.dylib (compatibility version 4.11.0, current version 4.11.0)
 /usr/X11R6/lib/libXmu.6.dylib (compatibility version 6.2.0, current version 6.2.0)
 /usr/X11R6/lib/libXext.6.dylib (compatibility version 6.4.0, current version 6.4.0)
 /usr/X11R6/lib/libXt.6.dylib (compatibility version 6.0.0, current version 6.0.0)
 /usr/X11R6/lib/libSM.6.dylib (compatibility version 6.0.0, current version 6.0.0)
 /usr/X11R6/lib/libX11.6.dylib (compatibility version 6.2.0, current version 6.2.0)
 /usr/lib/libSystem.B.dylib (compatibility version 1.0.0, current version 88.1.5)
  /System/Library/Frameworks/JavaVM.framework/Versions/A/JavaV M (compatibility version 1.0.0, current version 84.0.0)
 /usr/lib/libstdc++.6.dylib (compatibility version 7.0.0, current version 7.4.0)
 /usr/lib/libgcc_s.1.dylib (compatibility version 1.0.0, current version 1.0.0)

Although I have to admit I'm not sure if I should be worried about all these version 0.0.0 references...

On Mar 14, 4:13 pm, Christian <christian.veens...@gmail.com> wrote:
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Subject: Re: IDLDE crashes when opening menus
Posted by Vincent Sarago on Sun, 18 Mar 2012 22:43:42 GMT

Dear All,

I have updated my OS last week (to MacOS X 10.7.3 - Build 11D50d) and now I have the EXACT same things :
- Crashes
of
- fatal error initializing DML

on 8.1 or 7.1

I know we can still use the IDL command Line, but that is really not user friendly (to me).

have you asked ITT some help ?

Vincent

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Mon, 19 Mar 2012 20:23:16 GMT

It seems that ITT now calls themselves Exelis; but no, I had not yet
asked them for help.

I just submitted a request for help now (number 254380); but I'm not
sure whether or not it will go to the bottom of their priority pile
since I can't figure out how to make my license appear in my
profile...

Interesting that it also appears in IDL 8.1... I guess this problem
does not count towards motivation to upgrade (although a lot of the

new language features are tempting).

On Mar 18, 3:43 pm, Vincent Sarago <vincent.sar...@gmail.com> wrote:
> Dear All,
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> Vincent

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Mon, 19 Mar 2012 23:22:16 GMT
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Turns out that the reason I can't get my license to appear in my
profile is because it's too old...

So, the official response from RSI/ITT/Exelis is that they will not
help me because I (well, my research group) has not given them money
recently enough. At least they were nice enough to tell me quickly
via email, rather than leave me hanging.

Since you have IDL 8.1 and are presumably a more recent customer,
maybe you'll have more success?

Subject: Re: IDLDE crashes when opening menus
Posted by santorofer on Tue, 20 Mar 2012 16:09:02 GMT
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Dear Christian,

Looking at the two error messages that you have got, namely:

> $ ./idlde
> Invalid memory access of location 0x0 eip=0x0
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and

> Exception Type: EXC_BAD_ACCESS (SIGBUS)

The solution might be explained in this latested Help Article:

 http://www.exelisvis.com/Support/HelpArticleDetail/ArticleId
/4698/IDL-8-1-Workbench-crashing-on-Mac-OS-X-10-7-2-and-10-7 -3.aspx

I hope that Article helps. Lets us know how this goes.
Cheers,

Fernando
Exelis VIS

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> Contents/MacOS/idlde
>   __TEXT   0000000000001000-0000000000004000 [12K]
> r-x/rwx SM=COW /Applications/itt/*/idlde.darwin.universal.app/
> Contents/MacOS/idlde
>
> Application Specific Information:
> objc[10162]: garbage collection is OFF
>
> Java information:
> Exception type: Bus Error (0xa) at pc=0000000000000000
>
> Java VM: Java HotSpot(TM) Client VM (20.4-b02-402 mixed mode macosx-
> x86)
>
>
>
>
>
>
>
>
> Perhaps it is a red-herring, but I have attempted to learn more by
> installing the non-itt version of eclipse (3.7.2)... this works,
> although if I try the instructions here:
> http://www.idlcoyote.com/workbench/addtoeclipse.html
> For adding the IDLDE to this installation I can't get the hybrid to

> work. On startup I get a "fatal error initializing DML" popup box,
> followed by "fatal error initializing main IDL process" and the error:
> Failed to load idl_jdml from /Applications/itt/idl70/idlde/
> bin.darwin.i386 (it is set by the property JDMLDir.)
> (although there is a file named "libidl_jdml.jnilib" there - perhaps
> the naming convention changed between versions of eclipse?)
>
> Incidentally, this is the same result that I get if I run the itt
> idlde from the "wrong" directory:
> $ pwd
> /Applications/itt/idl70/idlde/idlde.darwin.universal.app/Con tents/
> MacOS
> $ ./idlde
> Failed to load idl_jdml from /Applications/itt/idl70/idlde/
> bin.darwin.i386 (Use default IDL)
>
> So perhaps I should be running my hacked version of eclipse from a
> different spot? Currently my script to setup things runs from the
> first eclipse directory.

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Mon, 26 Mar 2012 22:36:16 GMT
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Thanks for the tip. Unfortunately this does not work, although I can
create a new error so perhaps it's a start.

I modified the filenames in idl70/bin/bin.darwin.i386 to:
libcurl.4.0.0.dylib.bak
libcurl.4.dylib.bak
libcurl.dylib.bak

After restarting I get the same error/behavior as before (where it
works, but then crashes when I click on the menubar):
$ ./idlde
Invalid memory access of location 0x0 eip=0x0
Bus error: 10

However, I have no DYLD_LIBRARY_PATH environment variable as described
in the linked article. So I set it to /opt/local/lib. But now it
doesn't even start, it just crashes right away:
$ echo $DYLD_LIBRARY_PATH

$ DYLD_LIBRARY_PATH=/opt/local/lib
$ echo $DYLD_LIBRARY_PATH
/opt/local/lib

```
$ export DYLD_LIBRARY_PATH
$ ./idlde
dyld: Symbol not found: __cg_jpeg_resync_to_restart
  Referenced from: /System/Library/Frameworks/
 ApplicationServices.framework/Versions/A/Frameworks/ImageIO. framework/
Versions/A/ImageIO
  Expected in: /opt/local/lib/libJPEG.dylib
 in  /System/Library/Frameworks/ApplicationServices.framework/Ver sions/
A/Frameworks/ImageIO.framework/Versions/A/ImageIO
Trace/BPT trap: 5
```

Maybe this means something?
Thanks,
Christian

Subject: Re: IDLDE crashes when opening menus
Posted by santorofer on Tue, 27 Mar 2012 18:47:55 GMT
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Hi Christian,

I was wondering, what if you re-install IDL, or even better update to 8.1 that has the right installer
architecture (of course this depends on the license that you have).

If you re-install IDL 7.0 you can use the "unix installer", instead of copying the folders manually.

Cheers,
Fernando
Exelis VIS

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Wed, 28 Mar 2012 02:47:15 GMT
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Unfortunately my group's license is for 7.0; we considered upgrading
to 8 when it came out, but unfortunately the type of license we'd been
purchasing so far was no longer available. I see that Lion still
isn't a supported OS, in any case, so if fixing this problem is our
main motivation for upgrading it makes sense to wait a while longer.

Re-copying the entire itt directory from my colleague's computer
results in the same behavior.

For starting fresh via the "unix installer" - do you mean re-

installing the mac version using a unix installer included with it (I could not find one) or installing the unix-specific version?

I tried installing the unix-specific version, but it does not run for me... I think this is a different problem however. Since I don't want to ruin a (somewhat) working installation of IDL I unpack it into a new directory:
/Applications/itt_unix/

and run the installer. I don't let it create symbolic links in my /usr/local/bin directory, instead choosing "option 3" which is to put /Applications/itt_unix/idl/bin/idl_setup.bash in my startup file

I check to make sure it actually ran the startup file:
$ echo $ITT_DIR
/Applications/itt_unix
$ echo $IDL_DIR
/Applications/itt_unix/idl70

Looks good... so now I try and run it, but get an error:
$ idlde
/Applications/itt_unix/idl70/bin/idlde: line 513: /Applications/
 itt_unix/idl70/idlde/idlde.darwin.universal.app/Contents/Mac OS/idlde:
No such file or directory
/Applications/itt_unix/idl70/bin/idlde: line 513: exec: /Applications/
 itt_unix/idl70/idlde/idlde.darwin.universal.app/Contents/Mac OS/idlde:
cannot execute: No such file or directory

It seems that the script idlde figures out what OS I've got on (and after) line 99, and bases some internal paths on that.

Determine the operating system, hardware architecture, and os release
Make sure these agree with IDL's compiled in paths or online help
won't be found.

Perhaps I should I start modifying this file to try and make things work, or is that heading too far astray?

Thanks again,
Christian

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Thu, 29 Mar 2012 22:13:44 GMT
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Ok, I found the mac-specific unix installer version and installed it

fresh (same as before, not placing symbolic links but instead modifying my .bashrc). I get the same behavior as before - initially it "works" but crashes when I click on the menubar; after renaming the libcurl libraries and restarting it continues with this behavior; after setting my DYLD_LIBRARY_PATH variable it fails to start and gives this error on startup:

dyld: Symbol not found: __cg_jpeg_resync_to_restart
  Referenced from: /System/Library/Frameworks/
 ApplicationServices.framework/Versions/A/Frameworks/ImageIO. framework/
Versions/A/ImageIO
  Expected in: /opt/local/lib/libJPEG.dylib
 in /System/Library/Frameworks/ApplicationServices.framework/Ver sions/
A/Frameworks/ImageIO.framework/Versions/A/ImageIO
Trace/BPT trap: 5

Out of curiosity I tried to get 8.1 (with unix installer) running although I don't have a license. Interestingly the path suggested by the installer (/Applications/itt_unix/idl/idl/products/idl/bin/ idl_setup.bash) to put in my .bashrc doesn't exist, but I substitute / Applications/itt_unix/idl/idl81/bin/idl_setup.bash which seems to be right.

IDL 8.1 has moderately different behavior. It mostly loads (splash screen finishes, displays message about being in demo mode) but crashes right away - it doesn't wait for me to click in the menu bar; and gives a similar but different error:

8.1 error:
Invalid memory access of location 0x0 rip=0x0
Segmentation fault: 11

7.0 error:
Invalid memory access of location 0x0 eip=0x0
Bus error: 10

Following the online help article suggested:
 http://www.exelisvis.com/Support/HelpArticleDetail/ArticleId /4698/IDL...

Seems to fix the problem after renaming the libcurl libraries (I do not even need to define a DYLD_LIBRARY_PATH variable myself, maybe IDL does that for me somewhere). So, I can get IDL 8.1 working in demo mode and can safely click on the menubar. Presumably with a new license it will work fine...

Subject: Re: IDLDE crashes when opening menus
Posted by santorofer on Wed, 04 Apr 2012 20:03:31 GMT

Hi Christian,

As I was saying, IDL 7.x or IDL 8.1 are not supported in OS X Lion. But we know that people has had success using the workaround (renaming those libcurl libraries) when using IDL 8.1. After using the workaround, those users have not had any other problem that we know of.

Cheers,
Fernando
Exelis VIS

Subject: Re: IDLDE crashes when opening menus
Posted by David Fanning on Wed, 04 Apr 2012 20:12:33 GMT

Fernando writes:

> As I was saying, IDL 7.x or IDL 8.1 are not supported in OS X Lion.
> But we know that people has had success using the workaround (renaming
> those libcurl libraries) when using IDL 8.1. After using the
> workaround, those users have not had any other problem that
> we know of.

Humm. Is there any chance known problems are being
ignored because they don't conform to theory?

Cheers,

David

--
David Fanning, Ph.D.
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: IDLDE crashes when opening menus
Posted by Vincent Sarago on Thu, 05 Apr 2012 17:50:16 GMT

Dear All,

I just had a new trouble after a new update of Mac OS (more a Java Update I believe)

I had an error when opening IDL 7.1 saying that the JAVA virtual machine was not found.

This time it was quite easy to correct :

Open a Terminal and do :

sudo ln -s /System/Library/Frameworks/JavaVM.framework/Versions/Current JDK /System/Library/Frameworks/JavaVM.framework/Versions/1.5.0

I'm sure most of user will find it easily anyway.

Vincent

Subject: Re: IDLDE crashes when opening menus
Posted by Christian on Mon, 23 Apr 2012 22:33:01 GMT
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Not that I'm looking for some sort of "reviving your old dead thread" necromancy award... but today I accidentally hit the "edit" menu, and cringed while I waited for my IDL session to crash... but shockingly it *didn't* this time. At first I thought that some java update might have fixed the problem... but clicking around I've noticed that some *but not all* of the buttons on the menu bar actually cause this crash (or, at least, at this point in time because I'd never thoroughly checked before).

Causes the crash:
Apple logo
IDL Workbench
File
Navigate
Search
Window
Help

Does not cause a crash:
Edit
Source
Project
Run

I find myself strangely fascinated by this - mostly that clicking on the Apple logo also falls into the "causes the crash" category, given that I always that that was an OS-handled button, not an application-handled button.

Subject: Re: IDLDE crashes when opening menus
Posted by David Fanning on Mon, 23 Apr 2012 22:39:54 GMT
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Christian writes:

>
> Not that I'm looking for some sort of "reviving your old dead thread"
> necromancy award... but today I accidentally hit the "edit" menu, and
> cringed while I waited for my IDL session to crash... but shockingly
> it *didn't* this time. At first I thought that some java update might
> have fixed the problem... but clicking around I've noticed that some
> *but not all* of the buttons on the menu bar actually cause this crash
> (or, at least, at this point in time because I'd never thoroughly
> checked before).
>
> Causes the crash:
> Apple logo
> IDL Workbench
> File
> Navigate
> Search
> Window
> Help
>
> Does not cause a crash:
> Edit
> Source
> Project
> Run
>
> I find myself strangely fascinated by this - mostly that clicking on
> the Apple logo also falls into the "causes the crash" category, given
> that I always that that was an OS-handled button, not an application-
> handled button.

You're in the wrong newsgroup. Please post this to comp.lang.occult.

Cheers,

David

--
David Fanning, Ph.D.
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: IDLDE crashes when opening menus
Posted by Vincent Sarago on Tue, 24 Apr 2012 11:12:09 GMT

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Hi Christian,

I had the same problem a month ago, and first the procedure found here :

 http://www.exelisvis.com/Support/HelpArticleDetail/ArticleId
/4698/IDL-8-1-Workbench-crashing-on-Mac-OS-X-10-7-2-and-10-7 -3.aspx

wasn't working. But it's was because I didn't apply it in the good directory (bin.darwin.i386 instead of bin.darwin.x86_64).

I don't know If you already tried to do the procedure in both directories ?

Vincent

On Thursday, March 1, 2012 7:26:29 PM UTC+1, Christian wrote:
> This is a problem with the development environment - IDL itself seems
> to be working fine.
>
> I've got IDL 7.0 installed on Mac OSX 10.7.3 (this was a bit of a
> hack, because the installer is a PowerPC app, and 10.7 doesn't have
> Rosetta - in the end I just copied the entire folder from a
> colleague's computer). Things have been working fine for a long
> time. I recently took a break from coding to try and actually publish
> some results, but now when I go back to IDL the development
> environment crashes every single time I do something which generates a
> pull-down menu (I *think* this is the common element). Certainly it
> crashes if I click on the menubar, or right-click on a file/folder in
> the project explorer - but otherwise IDL seems to be working fine
> (including the little icon shortcuts below the menubar). I can
> somewhat get work done because it's still possible to do many things
> with keyboard shortcuts, but I can't update/commit from/to my svn
> repositories which is certainly a big problem.
>
> I suspect that at some point a java (?) update broke the eclipse hack
> itt put together, but in that case I'm surprised that I haven't been
> able to google any cases of other people with the same problem. Since
> I wasn't actively coding as the time it's difficult to pin down what
> broke it or even when - all I know is that in early January (?) it
> worked and as of last week it doesn't.
>
> Has anybody else had a similar problem?
>

> I normally run it via a link to the "IDLSnapFileOpen" app in the main
> directory, but the error message I get when the same problem after
> running IDLDE from the command line is:
> $ pwd
> /Applications/itt/idl70/bin
> $ ./idlde
> Invalid memory access of location 0x0 eip=0x0
> Bus error: 10
>
>
> The "send your report to Apple" error log is 1179 lines long, so I
> hesitate to post the entire message. The lines near the top I
> (arbitrarily?) identified as important and have been googling for (and
> hopefully brings some other people with a similar problem to this
> page) are:
>
> Crashed Thread: 0 Dispatch queue: com.apple.main-thread
>
> Exception Type: EXC_BAD_ACCESS (SIGBUS)
> Exception Codes: KERN_PROTECTION_FAILURE at 0x0000000000000000
>
> VM Regions Near 0:
> --> __PAGEZERO   0000000000000000-0000000000001000 [4K]
> ---/--- SM=NUL /Applications/itt/*/idlde.darwin.universal.app/
> Contents/MacOS/idlde
>   __TEXT   0000000000001000-0000000000004000 [12K]
> r-x/rwx SM=COW /Applications/itt/*/idlde.darwin.universal.app/
> Contents/MacOS/idlde
>
> Application Specific Information:
> objc[10162]: garbage collection is OFF
>
> Java information:
> Exception type: Bus Error (0xa) at pc=0000000000000000
>
> Java VM: Java HotSpot(TM) Client VM (20.4-b02-402 mixed mode macosx-
> x86)
>
>
>
>
>
>
>
>
> Perhaps it is a red-herring, but I have attempted to learn more by
> installing the non-itt version of eclipse (3.7.2)... this works,
> although if I try the instructions here:

> http://www.idlcoyote.com/workbench/addtoeclipse.html
> For adding the IDLDE to this installation I can't get the hybrid to
> work. On startup I get a "fatal error initializing DML" popup box,
> followed by "fatal error initializing main IDL process" and the error:
> Failed to load idl_jdml from /Applications/itt/idl70/idlde/
> bin.darwin.i386 (it is set by the property JDMLDir.)
> (although there is a file named "libidl_jdml.jnilib" there - perhaps
> the naming convention changed between versions of eclipse?)
>
> Incidentally, this is the same result that I get if I run the itt
> idlde from the "wrong" directory:
> $ pwd
> /Applications/itt/idl70/idlde/idlde.darwin.universal.app/Con tents/
> MacOS
> $ ./idlde
> Failed to load idl_jdml from /Applications/itt/idl70/idlde/
> bin.darwin.i386 (Use default IDL)
>
> So perhaps I should be running my hacked version of eclipse from a
> different spot? Currently my script to setup things runs from the
> first eclipse directory.