Subject: idl workbench: not working properly (plot, buttons and console)
Posted by suruchi on Sat, 29 Sep 2012 08:39:04 GMT
View Forum Message <> Reply to Message

hi
i have newly installed ubuntu 12.04 (32 bit) and have installed oracle java 7.
the idl 7.1 installed normally and idl command line mode is working..
but the workbench is not properly running..
these are the things i noticed..
1) first as the workbench opens the terminal has these errors:
LIBDBUSMENU-GTK-CRITICAL **: watch_submenu: assertion `GTK_IS_MENU_SHELL(menu)'
failed
also

LIBDBUSMENU-GLIB-WARNING **: Trying to remove a child that doesn't believe we're it's
parent.

2) at start up workbench writes: 'No console at this time'
so if press Run and compile buttons i am not sure they are responding since there is not output in
console, neither from workbench command line entries.
3) if write in workbench command line: window,1,xs=300, ys=300
NO window opens.

These are the remedies which i tried but in vain:
1)added in idlde.linux.x86.ini file
    -var
    /usr/lib/jvm/java-7-oracle/jre/bin

2) also tried with adding -DGDK_NATIVE_WINDOWS=1 to it

3) delete the folders inside .idl/itt/..
and run idlde -clean

Kindly suggest..

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by Starbuck on Mon, 01 Oct 2012 20:10:33 GMT
View Forum Message <> Reply to Message

On Saturday, September 29, 2012 2:39:04 AM UTC-6, suruchi wrote:
> hi
>
> i have newly installed ubuntu 12.04 (32 bit) and have installed oracle java 7.
>
> the idl 7.1 installed normally and idl command line mode is working..
>

> but the workbench is not properly running..
>
> these are the things i noticed..
>
> 1) first as the workbench opens the terminal has these errors:
>
> LIBDBUSMENU-GTK-CRITICAL **: watch_submenu: assertion
`GTK_IS_MENU_SHELL(menu)' failed
>
> also
>
>
>
> LIBDBUSMENU-GLIB-WARNING **: Trying to remove a child that doesn't believe we're it's
parent.
>
>
>
> 2) at start up workbench writes: 'No console at this time'
>
> so if press Run and compile buttons i am not sure they are responding since there is not output
in console, neither from workbench command line entries.
>
> 3) if write in workbench command line: window,1,xs=300, ys=300
>
> NO window opens.
>
>
>
> These are the remedies which i tried but in vain:
>
> 1)added in idlde.linux.x86.ini file
>
>   -var
>
>   /usr/lib/jvm/java-7-oracle/jre/bin
>
>
>
> 2) also tried with adding -DGDK_NATIVE_WINDOWS=1 to it
>
>
>
>
>
>
> 3) delete the folders inside .idl/itt/..
>
> and run idlde -clean

>
>
>
> Kindly suggest..

Some of these errors are occurring because the Unity desktop manager puts the menu along the top of the screen instead of inside the window. This causes problems for eclipse. To workaround this , set the UBUNTU_MENUPROXY environment variable to 0 before you start idlde. For example:

export UBUNTU_MENUPROXY=0

David
Exelis VIS

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by suruchi on Wed, 03 Oct 2012 06:26:40 GMT
View Forum Message <> Reply to Message

On Tuesday, October 2, 2012 1:40:34 AM UTC+5:30, Starbuck wrote:
> On Saturday, September 29, 2012 2:39:04 AM UTC-6, suruchi wrote:
>
>> hi
>
>>
>
>> i have newly installed ubuntu 12.04 (32 bit) and have installed oracle java 7.
>
>>
>
>> the idl 7.1 installed normally and idl command line mode is working..
>
>>
>
>> but the workbench is not properly running..
>
>>
>
>> these are the things i noticed..
>
>>
>
>> 1) first as the workbench opens the terminal has these errors:
>

>>
>
>> LIBDBUSMENU-GTK-CRITICAL **: watch_submenu: assertion
`GTK_IS_MENU_SHELL(menu)' failed
>
>>
>
>> also
>
>>
>
>>
>
>>
>
>> LIBDBUSMENU-GLIB-WARNING **: Trying to remove a child that doesn't believe we're it's
parent.
>
>>
>
>>
>
>>
>
>> 2) at start up workbench writes: 'No console at this time'
>
>>
>
>> so if press Run and compile buttons i am not sure they are responding since there is not
output in console, neither from workbench command line entries.
>
>>
>
>> 3) if write in workbench command line: window,1,xs=300, ys=300
>
>>
>
>> NO window opens.
>
>>
>
>>
>
>>
>
>> These are the remedies which i tried but in vain:
>
>>

>
>> 1)added in idlde.linux.x86.ini file
>
>>
>
>>   -var
>
>>
>
>>   /usr/lib/jvm/java-7-oracle/jre/bin
>
>>
>
>>
>
>>
>
>>
>
>> 2) also tried with adding -DGDK_NATIVE_WINDOWS=1 to it
>
>>
>
>>
>
>>
>
>>
>
>>
>
>>
>
>> 3) delete the folders inside .idl/itt/..
>
>>
>
>> and run idlde -clean
>
>>
>
>>
>
>>
>
>> Kindly suggest..
>
>
>
>
>
>

>

> Some of these errors are occurring because the Unity desktop manager puts the menu along the top of the screen instead of inside the window. This causes problems for eclipse. To workaround this , set the UBUNTU_MENUPROXY environment variable to 0 before you start idlde. For example:

>

>

>

> export UBUNTU_MENUPROXY=0

>

>

>

>

>

> David

>

> Exelis VIS

Hi thanks for the response
Ya, with 'export UBUNTU_MENUPROXY=0' the GTK critical errors have gone but console view, and other problems remain.. kindly suggest in this regard.

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by Starbuck on Tue, 23 Oct 2012 16:15:32 GMT

View Forum Message <> Reply to Message

On Wednesday, October 3, 2012 12:26:40 AM UTC-6, suruchi wrote:
> On Tuesday, October 2, 2012 1:40:34 AM UTC+5:30, Starbuck wrote:
>
>> On Saturday, September 29, 2012 2:39:04 AM UTC-6, suruchi wrote:
>
>>
>
>>> hi
>
>>
>
>>>
>
>>
>
>>
>
>>> i have newly installed ubuntu 12.04 (32 bit) and have installed oracle java 7.
>
>>
>
>>
>
>>>
>

>>
>
>>> the idl 7.1 installed normally and idl command line mode is working..
>
>>
>
>>>
>
>>
>
>>> but the workbench is not properly running..
>
>>
>
>>>
>
>>
>
>>> these are the things i noticed..
>
>>
>
>>>
>
>>
>
>>> 1) first as the workbench opens the terminal has these errors:
>
>>
>
>>>
>
>>
>
>>> LIBDBUSMENU-GTK-CRITICAL **: watch_submenu: assertion
`GTK_IS_MENU_SHELL(menu)' failed
>
>>
>
>>>
>
>>
>
>>> also
>
>>
>
>>>

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>> LIBDBUSMENU-GLIB-WARNING **: Trying to remove a child that doesn't believe we're it's parent.

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>>

>

>>

>

>>> 2) at start up workbench writes: 'No console at this time'

>

>>

>

>>>

>

>>

>

>>> so if press Run and compile buttons i am not sure they are responding since there is not output in console, neither from workbench command line entries.

>

>>

>

>>>

>

>>

>

>>> 3) if write in workbench command line: window,1,xs=300, ys=300

>

>>

```
>
>>>
>
>>
>
>>>  NO window opens.
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>  These are the remedies which i tried but in vain:
>
>>
>
>>>
>
>>
>
>>>  1)added in idlde.linux.x86.ini file
>
>>
>
>>>
>
>>
>
>>>      -var
>
>>
>
>>>
>
>>
>
>>>      /usr/lib/jvm/java-7-oracle/jre/bin
>
>>
```

>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>> 2) also tried with adding -DGDK_NATIVE_WINDOWS=1 to it
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>> 3) delete the folders inside .idl/itt/..
>
>>
>
>>>
>
>>
>
>>> and run idlde -clean
>
>>

>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>> Kindly suggest..
>
>>
>
>>
>
>>
>
>>
>
>>
>
>>
>
>>
>
>> Some of these errors are occurring because the Unity desktop manager puts the menu along the top of the screen instead of inside the window. This causes problems for eclipse. To workaround this , set the UBUNTU_MENUPROXY environment variable to 0 before you start idlde. For example:
>
>>
>
>>
>
>>
>
>> export UBUNTU_MENUPROXY=0
>
>>
>
>>
>
>>
>

>>

>

>>

>

>> David

>

>>

>

>> Exelis VIS

>

>

>

> Hi thanks for the response

>

> Ya, with 'export UBUNTU_MENUPROXY=0' the GTK critical errors have gone but console view, and other problems remain.. kindly suggest in this regard.

I'm not exactly sure what is causing your issue, but here are some suggestions that you could try:

1) IDL 7.1 comes with it own distribution of run time Java.

2) Maybe your workspace has been corrupted. You can open the IDL workbench in a different workspace using the "-data" switch. For example:

idlde -data ~/test_workspace

3) Maybe something got messed up in your IDL installation. I wonder if reinstalling might help with the problem.

4) Perhaps you could try upgrading to IDL 8.2.1 and seeing if that works better on your system?

David
Exelis VIS

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by suruchi on Thu, 01 Nov 2012 05:40:07 GMT
View Forum Message <> Reply to Message

i borrowed idl 7.0 from a friend to test (which was working on his pc).
it also have the SAME problem as idl 7.1 in my ubuntu. i.e console is not working.
with the change of workspace or recreating it (after deletion) doesn't seem to help.
I installed idl 8.1 (available with license server from institute) and it is working fine.
I also have idl 6.4 from the institute which is also working fine, except for few features in the preferences menu (like choosing path preferences, they remain grey, could not check/uncheck).

So could not make out what went wrong with idl 7(7.0/7.1).

(I wish, we could have an economic option to purchase latest version of IDL.)

On Tuesday, October 23, 2012 9:45:32 PM UTC+5:30, Starbuck wrote:
> On Wednesday, October 3, 2012 12:26:40 AM UTC-6, suruchi wrote:
>
>> On Tuesday, October 2, 2012 1:40:34 AM UTC+5:30, Starbuck wrote:
>
>>
>
>>> On Saturday, September 29, 2012 2:39:04 AM UTC-6, suruchi wrote:
>
>>
>
>>>
>
>>
>
>>>> hi
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> i have newly installed ubuntu 12.04 (32 bit) and have installed oracle java 7.
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>

```
>>>
>
>>
>
>>>> the idl 7.1 installed normally and idl command line mode is working..
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> but the workbench is not properly running..
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> these are the things i noticed..
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
```

>>>
>
>>
>
>>>> 1) first as the workbench opens the terminal has these errors:
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> LIBDBUSMENU-GTK-CRITICAL **: watch_submenu: assertion
`GTK_IS_MENU_SHELL(menu)' failed
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> also
>
>>
>
>>>
>
>>
>
>>>>
>
>>

>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> LIBDBUSMENU-GLIB-WARNING **: Trying to remove a child that doesn't believe we're it's parent.
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>

>>
>
>>>
>
>>
>
>>>> 2) at start up workbench writes: 'No console at this time'
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> so if press Run and compile buttons i am not sure they are responding since there is not
output in console, neither from workbench command line entries.
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> 3) if write in workbench command line: window,1,xs=300, ys=300
>
>>
>
>>>
>
>>
>
>>>>

>
>>
>
>>>
>
>>
>
>>>> NO window opens.
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> These are the remedies which i tried but in vain:
>
>>
>
>>>
>
>>
>
>>>>

>
>>
>
>>>
>
>>
>
>>>> 1)added in idlde.linux.x86.ini file
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>   -var
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>   /usr/lib/jvm/java-7-oracle/jre/bin
>
>>
>
>>>
>
>>
>
>>>>

>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> 2) also tried with adding -DGDK_NATIVE_WINDOWS=1 to it
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>

>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> 3) delete the folders inside .idl/itt/..
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> and run idlde -clean
>
>>
>
>>>
>
>>
>
>>>>

>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>>
>
>>
>
>>>
>
>>
>
>>>> Kindly suggest..
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>

>
>>
>
>>>
>
>>
>
>>> Some of these errors are occurring because the Unity desktop manager puts the menu along the top of the screen instead of inside the window. This causes problems for eclipse. To workaround this , set the UBUNTU_MENUPROXY environment variable to 0 before you start idlde. For example:
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>> export UBUNTU_MENUPROXY=0
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>
>>
>
>>>
>

>>

>

>>> David

>

>>

>

>>>

>

>>

>

>>> Exelis VIS

>

>>

>

>>

>

>>

>

>> Hi thanks for the response

>

>>

>

>> Ya, with 'export UBUNTU_MENUPROXY=0' the GTK critical errors have gone but console view, and other problems remain.. kindly suggest in this regard.

>

>

>

> I'm not exactly sure what is causing your issue, but here are some suggestions that you could try:

>

>

>

> 1) IDL 7.1 comes with it own distribution of run time Java.

>

>

>

> 2) Maybe your workspace has been corrupted. You can open the IDL workbench in a different workspace using the "-data" switch. For example:

>

>

>

> idlde -data ~/test_workspace

>

>

>

> 3) Maybe something got messed up in your IDL installation. I wonder if reinstalling might help with the problem.

>

>
>
> 4) Perhaps you could try upgrading to IDL 8.2.1 and seeing if that works better on your system?
>
>
>
> David
>
> Exelis VIS

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by David Fanning on Thu, 01 Nov 2012 12:51:50 GMT

View Forum Message <> Reply to Message

suruchi writes:

> i borrowed idl 7.0 from a friend to test (which was working on his pc).
> it also have the SAME problem as idl 7.1 in my ubuntu. i.e console is not working.
> with the change of workspace or recreating it (after deletion) doesn't seem to help.
> I installed idl 8.1 (available with license server from institute) and it is working fine.
> I also have idl 6.4 from the institute which is also working fine, except for few features in the
preferences menu (like choosing path preferences, they remain grey, could not check/uncheck).
>
> So could not make out what went wrong with idl 7(7.0/7.1).
>
> (I wish, we could have an economic option to purchase latest version of IDL.)

You need to start being a LOT more careful about what you
are wishing for!

There is a "secret" directory that gets established when
you install IDL 7, named ".idl". You need to find that
directory and command it to hell. Then try your IDL
7 installation again. Normally, this is installed in
your home directory. If you find a directory named
IDLWorkbench7, or something like that, say good
riddence to that, too.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thue. ("Perhaps thos speakest truth.")

Subject: Re: idl workbench: not working properly (plot, buttons and console)
Posted by Chang Liao on Fri, 07 Dec 2012 20:52:28 GMT
View Forum Message <> Reply to Message

I have encountered the same problem with you, seemly it has connection with Java or something.
I am not quite familiar with Ubuntu as well, so did you fix the error for IDL 8.2 workbench in
Ubuntu 12.04?