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Subject: Segfault opening graphics window  
Posted by [alan](#) on Mon, 10 Dec 2012 18:48:49 GMT  
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I'm trying to run idl 7 on a 64 bit system running ubuntu 12.10. idl fails whenever I try to open a graphics window:

```
IDL> window,/fr
```

```
idl: brw_program.c:261: brwInitFragProgFuncs: Assertion `functions->ProgramStringNotify ==  
_tnl_program_string' failed
```

Does anyone have a fix for this?

Alan

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Subject: Re: Segfault opening graphics window  
Posted by [random](#) on Wed, 03 Apr 2013 21:19:03 GMT  
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On Monday, December 10, 2012 7:48:49 PM UTC+1, alan wrote:

> I'm trying to run idl 7 on a 64 bit system running ubuntu 12.10. idl fails whenever I try to open a graphics window:

>

> IDL> window,/fr

>

> idl: brw\_program.c:261: brwInitFragProgFuncs: Assertion `functions->ProgramStringNotify ==  
\_tnl\_program\_string' failed

>

>

>

> Does anyone have a fix for this?

>

>

>

> Alan

Hi Alan,

I'm having the same problem, on roughly the same system (mint 13 which is ubuntu 12.10 based). Did you find out how to solve the issue?

Cheers  
Richard

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Subject: Re: Segfault opening graphics window  
Posted by [santorofer](#) on Wed, 03 Apr 2013 22:28:26 GMT

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Dear Alan and Richard,

Try this:

Run IDL in Software Rendering mode, by starting IDL in this way:

```
idl -IDL_GR_X_RENDERER 1
idlde -IDL_GR_X_RENDERER 1
```

Cheers,  
Fernando  
Exelis VIS

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Subject: Re: Segfault opening graphics window  
Posted by [random](#) on Thu, 04 Apr 2013 06:19:50 GMT  
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On Thursday, April 4, 2013 12:28:26 AM UTC+2, santo...@gmail.com wrote:

> Dear Alan and Richard,  
>  
>  
>  
> Try this:  
>  
>  
>  
> Run IDL in Software Rendering mode, by starting IDL in this way:  
>  
>  
>  
> idl -IDL\_GR\_X\_RENDERER 1  
>  
> idlde -IDL\_GR\_X\_RENDERER 1  
>  
>  
>  
> Cheers,  
>  
> Fernando  
>  
> Exelis VIS

Dear Fernando,

Thank you very much for your response. I ran the command, but unfortunately, the error remains.

As soon as I try to create a window, IDL aborts.

```
IDL> window
```

```
idl: brw_program.c:261: brwInitFragProgFuncs: Assertion `functions->ProgramStringNotify ==  
_tnl_program_string' failed.  
Aborted (core dumped)
```

I saw some hints on the web that this error might be related to direct rendering. I have an Ivy Bridge Graphics card, running the intel driver with GLX Version: 3.0 Mesa 8.0.4 .

Do you have any other ideas?

Thanks again!

Cheers,  
Richard

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Subject: Re: Segfault opening graphics window  
Posted by [russell.grew](#) on Fri, 05 Apr 2013 02:45:19 GMT  
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Search the comp.lang.idl-pvwave archives for libX11.so.6

Also [http://www.idlcoyote.com/misc\\_tips/segfault.html](http://www.idlcoyote.com/misc_tips/segfault.html)

Cheers.

On Thursday, April 4, 2013 5:19:50 PM UTC+11, ran...@gmx.org wrote:  
> On Thursday, April 4, 2013 12:28:26 AM UTC+2, santo...@gmail.com wrote:  
>  
>> Dear Alan and Richard,  
>  
>>  
>  
>>  
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>>  
>  
>> Try this:  
>  
>>  
>  
>>  
>  
>>  
>  
>> Run IDL in Software Rendering mode, by starting IDL in this way:  
>

```
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>
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>>
>
>> idl -IDL_GR_X_RENDERER 1
>
>>
>
>> idlde -IDL_GR_X_RENDERER 1
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>>
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>>
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>>
>
>> Cheers,
>
>>
>
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>
>>
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> Thank you very much for your response. I ran the command, but unfortunately, the error
> remains. As soon as I try to create a window, IDL aborts.
>
>
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> IDL> window
>
> idl: brw_program.c:261: brwInitFragProgFuncs: Assertion `functions->ProgramStringNotify ==
> _tnl_program_string' failed.
>
> Aborted (core dumped)
>
>
>
```

> I saw some hints on the web that this error might be related to direct rendering. I have an Ivy  
> Bridge Graphics card, running the intel driver with GLX Version: 3.0 Mesa 8.0.4 .  
>  
>  
>  
> Do you have any other ideas?  
>  
>  
>  
> Thanks again!  
>  
> Cheers,  
>  
> Richard

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Subject: Re: Segfault opening graphics window  
Posted by [patreya](#) on Tue, 25 Feb 2014 17:37:04 GMT  
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Hi Richard,

Did you find a solution to your problem? I am also facing similar issues. I also tried saving the libX11.so.6 to my location as mentioned in the link below, but it still gives me the same error.

Prakash

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