Subject: IDL 'unexpectedly quit' when plotting large data sets on mac os x
Posted by abarrie on Tue, 30 Apr 2013 17:31:43 GMT
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I use IDL to process very large data sets. Typically, this involves reading in some files, doing some math, and making some plots. When I am using larger data sets and plotting a lot of data in a plot, IDL tends to quit unexpectedly. This ONLY occurs on my mac - if I run the same code on windows or linux it seems OK. I don't believe it is a resource issue because the windows machine is far far older and junkier and it works there. It is not catching any errors, it just disappears. It is also not 100% reproducible (ie it will crash randomly, not always at the same spot)

Has anyone else run into something similar? I didn't see another thread along these lines...

Some other info: All my routines use direct graphics, NOT object graphics (I mostly use the coyote library).

Thanks!
Alex

Subject: Re: IDL 'unexpectedly quit' when plotting large data sets on mac os x
Posted by Craig Markwardt on Thu, 02 May 2013 03:53:38 GMT
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On Tuesday, April 30, 2013 1:31:43 PM UTC-4, aba...@gmail.com wrote:
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I would say, try to isolate whether it's something to do with the IDE (integrated development environment) or IDL itself.

So, try running your code at the command line in Terminal. You seem to say that the crash will eventually happen, so it's a matter of time. If it doesn't crash, you know the problem is within the IDE. If it does crash, maybe there will be an error message printed to the terminal that gives a better clue of what went wrong.

Also, you can sometimes find error logs in secret places which indicate if a program crashed, and why. On the Mac, the "Console" application will let you look at all of your logs.

Craig