Subject: Re: TV bug (memory?) under Solaris 2.4
Posted by Don Mickey on Fri, 15 Dec 1995 08:00:00 GMT
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Joel D. Offenberg wrote:
>
> Hi, all
>
>   We have been encountering a bug under in IDL4.0.1 under Solaris 2.4
> when drawing images to the screen . . . IDL is frozen at this point---
> CTRL-C does not work,
> and the only way out is to CTRL-Z and kill the session.
>
> It appears to be related to physical memory. . . it looks like there is a
> problem involved in the memory manager swapping out the wrong bit of
> RAM during a TV operation. The error is not consistent, and I can not
> yet make it occur on command.
>
> The bug does not appear to be related to any other features (like CPU
> usage or other processes).
>
> Has anyone else run into this?
>
--
We have experienced the same problem. Also not reproducible on command, but
the best way seems to be to show a sizeable movie. No problem with IDL 4.0 and
SunOS 4.1.3, just Solaris 2.4. We've been in contact with both RSI and Sun,
hoping they could track it down, but no response so far. Users really like it
when they get a couple of hours into an interactive session, then IDL freezes.

    --Don Mickey <mickey@ahinahina.ifa.hawaii.edu>

Subject: Re: TV bug (memory?) under Solaris 2.4
Posted by sigut on Mon, 18 Dec 1995 08:00:00 GMT
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In article <4as0pj$22b@post.gsfc.nasa.gov> offenbrg@fondue.gsfc.nasa.gov
                            (Joel D. Offenberg) writes:
>   We have been encountering a bug under in IDL4.0.1 under Solaris 2.4
> when drawing images to the screen (i.e. doing a "TV" operation). What
> happens is this: IDL starts to draw the image, then draws a little garbage
> and then redraws a section of the image, then locks up and leaves the rest
> of the window blank. IDL is frozen at this point---CTRL-C does not work,
> and the only way out is to CTRL-Z and kill the session.

If you want to have a good laugh: We have the same problem with PV-Wave 5
AND 6 (under Solaris 2.4). I never noticed the memory corellation, but will

have a proper look now. As you say, pretty disgusting problem, since there is no way to reproduce it on demand.

George

--
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>>>> >>>>> in case of email problems send the mail to "sigut@acm.org" <<<<<<<<
 -- -----------------

Subject: Re: TV bug (memory?) under Solaris 2.4
Posted by David S. Foster/Admin on Tue, 19 Dec 1995 08:00:00 GMT
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offenbrg@fondue.gsfc.nasa.gov (Joel D. Offenberg) wrote:
>
> Hi, all
>
> We have been encountering a bug under in IDL4.0.1 under Solaris 2.4
> when drawing images to the screen (i.e. doing a "TV" operation). What
> happens is this: IDL starts to draw the image, then draws a little garbage
> and then redraws a section of the image, then locks up and leaves the rest
> of the window blank. IDL is frozen at this point---CTRL-C does not work,
> and the only way out is to CTRL-Z and kill the session.
>
> This problem has appeared on Sun machines running Solaris 2.4, including
> Sparc2, Sparc10 and Sparc20 machines, all with between 32 and 48MB of RAM.
> Unfortunately, we upgraded from IDL 3.6 to 4.0 at almost the same time as we
> upgraded from SunOS 4.1 to Solaris2.4, so I don't know if this bug existed
> under IDL 3.6. I know we never saw it on IDL 3.6 under SunOS 4.1 |

Just FYI, we use Solaris 2.3 and IDL 4.0.1 and haven't had this
problem, so perhaps the OS is the problem. I've been told that
IDL 4.0.1 works fine under Solaris 2.5, which is supposed to be
less buggy. (Don't administrators LOVE doing OS upgrades?)

Also, we HAVE run into a bug (verified by IDL tech support as such)
in TVRD(), in which portions of the window are corrupted when its
contents are read into an array. This can happen when portions of
the window are not visible (iconified, obscured by another window,
or even if it is scrollable!), and is not corrected by changing
the behavior of BACKING_STORE. For anyone that cares, and is
experiencing this same problem (I know it occurs on other versions

of Solaris), here is a work-around:

```
FUNCTION safe_tvrd, draw_wid, xsize, ysize

on_error,2

old_window = !d.window
window, xsize=xsize, ysize=ysize, /free, /pixmap
widget_control, draw_wid, get_value=window
device, copy=[0,0,xsize, ysize, 0, 0, window]   ; Copy into pixmap

image = tvrd()                             ; Read pixmap into array
wdelete, !d.window
if (old_window ne -1) then $
 wset, old_window

return, image
END
```

You could modify this to work on specified portions of the window.

Dave Foster
foster@bial6.ucsd.edu

"People don't grow up, they just use bigger words."

Subject: Re: TV bug (memory?) under Solaris 2.4
Posted by sigut on Thu, 21 Dec 1995 08:00:00 GMT
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offenbrg@fondue.gsfc.nasa.gov (Joel D. Offenberg) writes:
   We have been encountering a bug under in IDL4.0.1 under Solaris 2.4
  when drawing images to the screen (i.e. doing a "TV" operation). What
  happens is this: IDL starts to draw the image, then draws a little garbage
  and then redraws a section of the image, then locks up and leaves the rest
  of the window blank. IDL is frozen at this point---CTRL-C does not work,
  and the only way out is to CTRL-Z and kill the session.

Try to "setenv `hostname`:0". It seems that it might be a solution
(yes, I managed to reproduce the problem (well, with Wave) and no,
I don't know if the remedy works under all circumstances)

Regards, George

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