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Subject: TV bug (memory?) under Solaris 2.4  
Posted by [offenbrg](#) on Fri, 15 Dec 1995 08:00:00 GMT  
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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.

It appears to be related to physical memory---some auditing I've done has shown that when these IDL crashes occur, physical memory is down to about 500K. This is the point at which Solaris starts swapping pages out of physical memory and into virtual memory. So 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).

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

Has anyone else run into this?

Thanks  
Joel

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"...And I am unanimous in this" - Mrs. Slocumbe

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| Joel D Offenberg | [offenbrg@fondue.gsfc.nasa.gov](mailto:offenbrg@fondue.gsfc.nasa.gov) |  
| Hughes STX, NASA/GSFC/LASP | I get paid to stare into space. |

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