
Subject: open windows with IDL on two monitors?
Posted by [alpha](#) on Wed, 01 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello,

we have a multihead unix-system (two graphic-cards and two monitors in one machine).

Now we start IDL 5.0 (say on host:0.0) and open the first window on the same window without problems...

But how to manage to open a second window on host:0.1 within IDL?

any hint?

Hendrik

PS: greetings from panther to coyote..

--
Panther in the Jungle
-BELIEVE AND DECEIVE-
<http://www.ang-physik.uni-kiel.de/~hendrik>

Subject: Re: open windows with IDL on two monitors?
Posted by [Stein Vidar Hagfors H](#) on Fri, 03 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Justin Baker wrote:

[..]
> Apparently, any IDL application with bitmap buttons will run perfectly
> well on screen 0, but it locks up on screen 1.

[I think Hendrik would like to know how you got this far...]

> We have encountered the exact same problem as this on our two headed
> workstations. The problem is due to a rather strange bug in IDL.
>
> Apparently, any IDL application with bitmap buttons will run perfectly
> well on screen 0, but it locks up on screen 1.

Are you sure it's IDL that's causing the problem (i.e., has RSI acknowledged it as such?). If not, it would be nice to hear details

about the platforms/graphics cards etc... and whether everyone has problems...

- > The other problem we've noticed is that running IDL on a dual screen workstation ties up two IDL licenses. One for screen 0 and one for screen 1 - even for the same user.

Yuck - fraud!

I would complain bitterly to RSI about this. *One* prompt, *one* licence.

No mucking about...after all, its *one* process. There might be some mumbo-jumbo in the licence agreement on running "on one screen", but that's a matter of interpretation on what exactly is meant by "one screen".

- > What happens when we move to workstations with 3 screens ?

Well, IDL starts costing three times as much....

Stein Vidar

Subject: Re: open windows with IDL on two monitors?
Posted by [Matt Phelps](#) on Fri, 03 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stein Vidar Hagfors Haugan wrote:

- >
- > Justin Baker wrote:
- > [..]
- >> Apparently, any IDL application with bitmap buttons will run perfectly well on screen 0, but it locks up on screen 1.
- >
- > [I think Hendrik would like to know how you got this far...]
- >
- >> We have encountered the exact same problem as this on our two headed workstations. The problem is due to a rather strange bug in IDL.
- >>
- >> Apparently, any IDL application with bitmap buttons will run perfectly well on screen 0, but it locks up on screen 1.
- >
- > Are you sure it's IDL that's causing the problem (i.e., has RSI acknowledged it as such?). If not, it would be nice to hear details about the platforms/graphics cards etc... and whether everyone has problems...
- >

We had a problem on a dual-screen Sun (some X sync error... I forget)

Upgrading to 5.0.2 solved our problem. I'd recommend trying that before proceeding further. It's a painless upgrade.

--

Matt Phelps
System Administrator
Harvard - Smithsonian Center for Astrophysics
mphelps@cfa.harvard.edu
<http://cfa-www.harvard.edu>

Subject: Re: open windows with IDL on two monitors?
Posted by [Justin Baker](#) on Fri, 03 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

> Hello,
>
> we have a multihead unix-system (two graphic-cards and
> two monitors in one machine).
>
> Now we start IDL 5.0 (say on host:0.0) and open the
> first window on the same window without problems...
>
> But how to manage to open a second window on host:0.1
> within IDL?
>
> any hint?
>
> Hendrik
>
> PS: greetings from panther to coyote..
>

Hendrik,

We have encountered the exact same problem as this on our two headed workstations. The problem is due to a rather strange bug in IDL.

Apparently, any IDL application with bitmap buttons will run perfectly well on screen 0, but it locks up on screen 1.

The solution:

1) Don't run your application on screen 0 !

2) Change your application so that the buttons have text labels instead of bitmaps. This could even be done automatically inside your program by looking at \$DISPLAY and deciding when to use bitmaps and when to use labels

3) Create your own "buttons" based on draw widgets. I think David Fanning has some code to do this.

The other problem we've noticed is that running IDL on a dual screen workstation ties up two IDL licenses. One for screen 0 and one for screen 1 - even for the same user.

What happens when we move to workstations with 3 screens ?

Regards,
Justin.

Subject: Re: open windows with IDL on two monitors?
Posted by [Klaus Finkler AXET 1](#) on Tue, 07 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Matt Phelps wrote:

>
> We had a problem on a dual-screen Sun (some X sync error... I forget)
> Upgrading to 5.0.2 solved our problem. I'd recommend trying
> that before proceeding further. It's a painless upgrade.

We upgraded to 5.0.2 and IDL started on the DISPLAY 0.1.
But if there is an application with pixmap buttons, the system still hangs.

Because we only want to display images with IDL on our "good" (high contrast) b/w-monitor, which was DISPLAY 0.1, we changed the assignment in the openwin-command (e.g. from openwin -dev /dev/cgthree0 right -dev /dev/vigfb0 left to openwin -dev /dev/vigfb0 left -dev /dev/cgthree0 right)

Now our "good" b/w-monitor is DISPLAY 0.0 and we can use it for IDL.

--
____ Klaus Finkler Siemens AG MED AXET 1_____
____ Siemensstr. 1 D-91301 Forchheim Germany_____
____ Phone: +49 9191 18 9606 Fax: ...9926_____
____ e-mail: klaus.finkler@med.siemens.de_____

Subject: Re: open windows with IDL on two monitors?
Posted by [Stein Vidar Hagfors H](#) on Fri, 17 Oct 1997 07:00:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

I should probably mention that I did get a mail from someone at RSI about this problem, stating that:

1. Make sure to upgrade to 5.0.2 if you want to use two screens.
2. Under 5.0.2 you still cannot use IDLDE on the non-default screen, but this is/will be fixed in a future release.
3. The pixmap buttons on the non-default screen are still a problem under 5.0.2, but this is/will be fixed as well.

He also mentioned that the "multiple licence problem" may be related to the other problems (and that they may have been fixed in 5.0.2 - anyone tried it?).

From the wording I take it that it's not their *policy* to charge two licences for two screens showing the same IDL process, so that makes me happy :-)

Stein Vidar
