Troubleshooting

1. Segmentation fault in Ubuntu 11.10

Segmentation fault in Ubuntu 11.10

If the reconstructor crashes like that (numbers can vary):

```
$ ./3dbar.sh
./3dbar.sh: line 17:  2296 Segmentation fault      python bin/reconstructor/gui.py
```

the reason can be a bug in the 'python-vtk' package installed in your system. Unfortunately there is no automated way to fix it - you have to do it manually:

1. Find a file named 'wxVTKRenderWindowInteractor.py'. It can be located in '/usr/share/pyshared/vtk/wx/' directory or in similar location:

```
$ find / -name 'wxVTKRenderWindowInteractor.py'
```

2. Edit the file with your favourite ASCII editor. In the example editor 'vim' is used and it is assumed that the path to the file is '/usr/share/pyshared/vtk/wx/wxVTKRenderWindowInteractor.py':

```
$ sudo vim /usr/share/pyshared/vtk/wx/wxVTKRenderWindowInteractor.py
```

3. Near 350th line of the file find a following line:

```
            d = '_%s_%s' % (d[2:], 'void_p')
```

4. Add '\0' characters to the line to make it like below:

```
            d = '_%s_%s\0' % (d[2:], 'void_p')
```

5. Save the modified file.

6. The bug should be fixed for now. Try running 3dBAR again. If this solution doesn't work - let us know.