

---

Subject: Re: IDL LINUX support question

Posted by [Randall Skelton](#) on Mon, 08 Oct 2001 16:19:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

While I haven't tested it exhaustively, I haven't had any troubles running IDL 5.3 under FreeBSD using linux emulation. Numerically, the calculations appear ok and I haven't had any problems with direct/object graphics. You will need to modify the startup IDL script which uses 'uname' to locate the IDL binary. Otherwise, follow the advice in the FreeBSD handbook chapter 20.

[http://www.freebsd.org/doc/en\\_US.ISO8859-1/books/handbook/linuxemu.html](http://www.freebsd.org/doc/en_US.ISO8859-1/books/handbook/linuxemu.html)

Randall

On Mon, 8 Oct 2001, newt wrote:

> Scott Bennett wrote:

>

>> Does anyone know whether the LINUX versions of IDL will work  
>> with FreeBSD when the kernel is compiled with support for LINUX  
>> emulation? If anyone has tried this, please let me know whether  
>> it worked at all and if so, what problems were encountered.

>> Thanks in advance.

>

> No, I don't know, but I'd be interested to know if you try it :^) !!! I  
> can tell you that the FreeBSD Linux emulation is userland only, and no  
> device-level code should be expected to work. If IDL depends on any  
> kernel-specific code (like modules), then forget it. I don't think it  
> does. I could only guess that accelerated graphics could cause a problem,  
> but I think IDL can implement OpenGL in software only. You might try to  
> post this to comp.unix.bsd.freebsd.misc and see if anyone has tried it.

>

> -Steve S.

>

>

---