Subject: Re: IDL 6.0 on Fedora Core 1 Linux
Posted by Karl Schultz on Tue, 25 Nov 2003 15:45:54 GMT
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"Paul Hein" <hein@olympic.atmos.colostate.edu> wrote in message
news:3fc28eef@news.ColoState.EDU...
> David Fanning wrote:
>
>> Paul Hein writes:
>>
>>
>>
>>> Unfortunately I got some floating point error messages.
>>>
>>>
>>
>> Alas, this appears to be standard operating procedure,
>> as least with respect to translating Matlab code.
>> Floating underflow and overflow messages are driving
>> me batty. :-)
>>
>>
> Sorry! I was not clear at all. With Fedora, the demo program crashed
> with a floating point error that the terminal window recorded. The 2
> programs, Object World and 3D
> Geometry Demo, (I think those were the ones) crashed on start up leaving a
> floating point error message. They did not crash the idldemo program.

Perhaps it would help if you could post the actual text of the error
messages. That might make it possible to figure out if IDL or some other
component in the system is issuing the message.

As already mentioned in this thread, another potential source of instability
is the X11 server. I've got no idea at the moment how good the X11 code is
in Fedora. I know that the Redhat folks did put a lot of effort into X11,
including the packaging and configuration to support hardware-accelerated
OpenGL for a pretty good range of hardware. The hardware-accelerated OpenGL
stuff can be pretty touchy at times, so it wouldn't be too unlikely for it
to be part of the problem.

Try running some other OpenGL client programs. The most likely one you'll
find in your distro is glxgears. Also look for a game like tuxracer. If
glxgears throws errors or crashes, then the problem lies in your OpenGL
support. You might consider changing your XF86config file to avoid using
the hardware driver, or get an updated hardware driver from your video card
vendor. It is not always trivial to do this update because it sometimes
involves building a kernel driver. But the bigger card vendors like nVidia
and ATI provide pretty good support in this area.

If you don't want to mess with your X server configuration, you can try disabling hardware-accelerated OpenGL graphics in IDL. One way to do this is to put "idl.renderer: 1" in your X resources.

There is a lot more information in the RSI Tech Tip at:

http://www.rsinc.com/services/techtip.asp?ttid=3524

Hope this helps,
Karl
