
Subject: Object graphics won't work in VM on UNIX platforms

Posted by [proftjb](#) on Thu, 18 Dec 2003 23:45:42 GMT

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In response to a query about using an object graphics program in the virtual machine, on Mac OS-X, I received the following two replies from RSInc.

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Unfortunately, applications that use object graphics will not work with the IDL virtual machine. This is a known issue and a report has been logged against it to which I have added your name. For future reference, the report logged is CR #31390.

A couple of customers have reported the following work-arounds to this issue (Although neither works in all cases).

1. Forcing IDL to use software rendering when running the application.

2. (This only worked in one case) Using "idlde" rather than "idl".

For

example, the above call to the virtual machine would be

```
idlde -vm=/Applications/idl/surfview.sav
```

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*Additional information

This is for all UNIX platforms

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My email support person told me it would be okay to post these two items to c.l.idl-pvwave.

-Thomas
