Subject: Re: Installing IDL 6.0 on RedHat 9 - "Segmentation fault"
Posted by Michael Wallace on Tue, 30 Dec 2003 21:57:43 GMT
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> Please, rename the gl_driver.so, located in the idl/bin/bin.linix.x86
> directory to gl_driver.old. This will force your system to software
> rendering.
>
> I don't know what it means, but it worked. I wish it was put in the
> installation instructions.

IDL can render images by using the graphics card itself or purely within
software. Using hardware rendering is faster, but certain graphics
cards don't have the necessary support in their drivers. Software
rendering is much slower, but it is supported everywhere.

Depending on the graphics card you have, see if you can find an
updated/better driver online. Some Linux distributions don't ship with
the actual company provided driver because of licensing issues, so you
might just have a general purpose driver.

There's a little more information here:
http://www.rsinc.com/services/techtip.asp?ttid=3524

Finally, I am not a fan of moving the shared object to force software
rendering. I've seen this kind of recommendation come from RSI before
with other issues, but changes like this should be made in configuration
files rather than moving libraries out of their standard locations. I
suppose it's a little pet peeve of mine since I come from the software
development ranks. Anyway, I believe you can set IDL to always use
software rendering by adding the line

Idl.renderer = 1

to either your ~/.Xdefaults file or to the system-wide
$RSI_DIR/idl/resource/X11/lib/app-defaults/Idl configuration file.

Just another way to skin a cat.

Mike