
Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Thu, 15 Jan 2004 16:59:38 GMT
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I suppose that for using 'idlde -vm=file' you need the full installation but you don't need the license. But it's not the solution, I agree, but would RSI do something about it?

All my work now has been in direct graphics, I was only trying to work with object graphics looking for advantages but, at this time the balance isn't very good.

"Thomas Brueckner" <profxtjb@earthlink.net> wrote in message
news:52e94d00.0401150708.4836e01d@posting.google.com...

> To my mind, the usefulness of the VM is that it enables someone to
> view and use my IDL procedure even if he does not have a license for
> IDL. To use idlde, one needs a license, so
>
> idlde -vm='file.sav'
>
> is not really a solution to the VM problem on unix platforms, in my
> opinion.
>
> Remember, though: direct graphics work fine in the virtual machine.
>
> ==Thomas Brueckner==
