Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by profxtjb on Thu, 15 Jan 2004 15:08:24 GMT
View Forum Message <> Reply to Message

"Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message
news:<bu5tgj$2ima$1@pegasus.fccn.pt>...
> Thanks. I saw your post and already tried that trick you suggest. Indeed it
> works calling idlde -vm=file instead of idl -vm=file

> I don't if you can say one more thing or if you suggest me to also write to
> RSI.

Nuno,

You could write to RSI. The things I posted to c.l.idl-pvwave were
from RSI. Their support staff emailed me that info, so I posted it to
the list for others to see. I am not currently trying to work in the
VM with object graphics, and I have not tried most the solutions they
proposed.

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==