
Subject: Re: Throwing objects to Virtual Machine in Unix
Posted by [Nuno Oliveira](#) on Thu, 15 Jan 2004 11:28:35 GMT
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Thanks. I saw your post and already tried that trick you suggest. Indeed it works calling `idlde -vm=file` instead of `idl -vm=file`

Initially I didn't try that solution because you say in there that it worked only once.

I don't if you can say one more thing or if you suggest me to also write to RSI. It is supposed RSI to fix the problem and get a solution for those who have IDL 6.0 or we are talking of fixing it to version 7.0?

Thanks again,

Nuno.

"Thomas Brueckner" <profxtjb@earthlink.net> wrote in message
news:52e94d00.0401141841.845c19b@posting.google.com...

> "Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message
news:<[bu3ifa\\$1tdd\\$1@pegasus.fccn.pt](mailto:bu3ifa$1tdd$1@pegasus.fccn.pt)>...

>

>> This is a simple program where I do a matrix with a circle on the centre.

>> And I want to view it as an object using `IDLgrImage`, so I build the

>> hierarchy for that and the widgets needed. The event is only for managing

>> the resize of the window.

>

>> Here is the problem: If I run it in Unix with `IDLde` opened everything is

>> okay. It is okay also if I try to run on VM in windows. But if I try to run

>> it on Unix with VM is gives me an error:

>

>

> Nuno, the RSI have not fixed this problem yet. If you look at the

postings

- > from Dec. 18 and 25 you will see that they have a few tricks to get object
 - > graphics to work in the virtual machine, but nothing robust.
 - >
 - > ==Thomas Brueckner==
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