
Subject: Re: Throwing objects to Virtual Machine in Unix

Posted by [profxtjb](#) on Thu, 15 Jan 2004 02:41:12 GMT

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"Nuno Oliveira" <nmoliveira@fc.ul.pt> wrote in message
news:<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==
