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Subject: OpenGL + Linux crashes

Posted by [JD Smith](#) on Wed, 03 Mar 2004 02:06:07 GMT

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If you're a user of a recent Linux (like Fedora), and you've experienced crashes of the type:

Floating exception

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when attempting to use any of IDL's OpenGL 3D stuff (like the Demo -> ltools, for example), you might try the following:

```
setenv MESA_NO_ASM 1
```

which disables some specific ASM code in the Mesa library which was causing these types of crashes for me. I use an ATI Radeon 7500 + XFree86 4.3.0's radeon drivers. With this fix in place, it seems stable, and is definitely much faster than software rendering. Give a try.

JD

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