
Subject: Re: OpenGL + Linux crashes

Posted by [Michael Wallace](#) on Tue, 09 Mar 2004 18:33:42 GMT

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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
> a try.

This is awesome! I also have a Fedora box with an ATI Radeon 7500 and it works great. I'm just curious what assembly language optimizations are conflicting with IDL's OpenGL stuff. Oh, well. At least it works better than using software rendering everywhere.

-Mike
