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Subject: New OS, more IDL troubles

Posted by [penteado](#) on Fri, 05 Aug 2011 21:36:42 GMT

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I just upgraded to Fedora 15 (which has been out for over two months already), and found new ways in which IDL (8.1) fails to work:

1) The license manager is broken. It thinks that the host ID is 000000000000, and thus obviously does not match what is in the license file.

2) It still takes installing both Adobe Reader and Skype to fix some of its missing dependencies, as I reported several times earlier.

3) It is now even more broken with 3D rendering than I reported before, at

[http://groups.google.com/group/comp.lang.idl-pvwave/browse\\_thread/thread/45b1a4509304f400](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/45b1a4509304f400)

[http://groups.google.com/group/comp.lang.idl-pvwave/browse\\_thread/thread/848810d6b74346a0](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/848810d6b74346a0)

[http://groups.google.com/group/comp.lang.idl-pvwave/browse\\_thread/thread/1a150afc3bc5bb22](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/1a150afc3bc5bb22)

Now trying to manipulate any 3D graphics in isurface crashes IDL. That

is using hardware rendering. But `surface()` seems to work. Using software rendering makes isurface work, though very slowly (several seconds to rotate a simple `dist(100)`), and breaks completely anything in New Graphics, on creation, even if just 2D.

Most readers here know I do not like using Direct Graphics, and have been using iTools and the New Graphics. But it is hard if they insist on getting broken.

As for 7.1.1, I cannot even get its Workbench to start.

Later I will see if different video drivers make any difference regarding the rendering problems. But the LM issue manages to be even more serious, making it pretty much unusable now.

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