
Subject: Re: New OS, more IDL troubles

Posted by [Reimar Bauer](#) on Thu, 01 Sep 2011 09:58:10 GMT

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Am 05.08.2011 23:36, schrieb Paulo Penteado:

> 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.
>

have you ipv6 enabled? If you comment of the ipv6 definitions in the
hosts file is it still wrong?

We found some issues on recent ubuntu because lmgrd does not understand
the hosts file correctly. lmgrd seems to have an order problem. It
expects localhost definitions on top of the file and if networkmanager
inserts its address on top of localhost any definition below the new
line is ignored.

We had to set the hosts file immutable to get that solved.

cheers
Reimar

> 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/848810d6b74346a0
> 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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