Subject: Re: Graphics Card/GL
Posted by Rick Towler on Fri, 08 Jun 2001 23:18:36 GMT

go to http://www.nvidia.com/view.asp?PAGE=linux

you can pick up the driver components and the installation instructions
there.

-Rick Towler

<axel@apl.washington.edu> wrote in message
news:3B2153DF.3642AB2@apl.washington.edu...
> Question:
> I just got a new Linux based system. The graphics card (nVidia) can
supposedly
> support the OpenGL/Mesa instructions. How do i make sure IDL is configured
> correctly to take advantage of the hardware accelleration.
>
> Thanks
> Axel
> --
>
 #-- ---------------
--
> # Axel Schweiger
Tel:206-543-1312
> # University of Washington
Fax:206-616-3142
> # Polar Science Center/Applied Physics Laboratory
> # 1013 NE 40th Street
> # Seattle, Wa 98105   axel@apl.washington.edu
>
 #-- ---------------
--

Subject: Re: Graphics Card/GL
Posted by   on Tue, 12 Jun 2001 18:38:20 GMT

Ok, this is a good starting point, but I got the main question.

After installing the nvidia drivers as Rick pointed, we should have the
following status:

Mesa is disabled to all programs (I suppose there was a Mesa in the Linux

distro).
NVidia OpenGl drivers should be seen by all programs. This worked for me
since Quake3 and some Mesa demos got acceleration.

The problem is IDL has his own Mesa drivers in somewhere its sub-dirs. IDL
doesn't worry if your system has Mesa, NVidia or whatelse drivers as it uses
his own. But I tried to make some soft links to point to the general drivers
and all I got was a broken idlde.

So if someone has the stone's path to overcome this problem we are waiting.
Maybe Research Systems could help as they know how IDL-Mesa works.

That's all. Cheers.

"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:9frm99$bt6$1@nntp6.u.washington.edu...
> go to http://www.nvidia.com/view.asp?PAGE=linux
>
> you can pick up the driver components and the installation instructions
> there.
>
> -Rick Towler
>
>

Subject: Re: Graphics Card/GL
Posted by Karl Schultz on Wed, 13 Jun 2001 17:36:48 GMT
View Forum Message <> Reply to Message

On a Linux system, IDL 5.4 does NOT try to use any of the
OpenGL or Mesa libraries that you may have installed on your Linux system.
So, basically, IDL ignores any effort you may make with configuring
OpenGL/Mesa on your system. Instead, IDL simply uses the Mesa
libraries that come with IDL.

One way to tell if IDL attempts to use the OpenGL libraries is to look
for the existance of a "gl_driver.so" file in the IDL binary directory.
Most Unix IDL distributions have this file. Those that do not are
for those platforms that do not have OpenGL support or those platforms
that do not have stable enough OpenGL support to run IDL.

Linux is one of these platforms for IDL 5.4. At the time IDL 5.4 was
released, the OpenGL support story on Linux was pretty incomplete

and unstable. So, IDL 5.4 won't try to use the OpenGL libs on
your Linux.

The Mesa story is a bit more complicated still. In short, you need
to rebuild Mesa from source with some additional flags set.
If you are *really* interested in doing this, please contact me
directly.

Karl Schultz
RSI