Subject: Re: IDL LINUX support question
Posted by newt on Mon, 08 Oct 2001 02:48:10 GMT
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Scott Bennett wrote:

>   Does anyone know whether the LINUX versions of IDL will work
> with FreeBSD when the kernel is compiled with support for LINUX
> emulation? If anyone has tried this, please let me know whether
> it worked at all and if so, what problems were encountered.
>   Thanks in advance.

No, I don't know, but I'd be interested to know if you try it :^) !!! I
can tell you that the FreeBSD Linux emulation is userland only, and no
device-level code should be expected to work. If IDL depends on any
kernel-specific code (like modules), then forget it. I don't _think_ it
does. I could only guess that accelerated graphics could cause a problem,
but I think IDL can implement OpenGL in software only. You might try to
post this to comp.unix.bsd.freebsd.misc and see if anyone has tried it.

-Steve S.

Subject: Re: IDL LINUX support question
Posted by Randall Skelton on Mon, 08 Oct 2001 16:19:37 GMT
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While I haven't tested it exhaustively, I haven't had any troubles running
IDL 5.3 under FreeBSD using linux emulation. Numerically, the
calculations appear ok and I haven't had any problems with direct/object
graphics. You will need to modify the startup IDL script which uses
'uname' to locate the IDL binary. Otherwise, follow the advice in the
FreeBSD handbook chapter 20.

 http://www.freebsd.org/doc/en_US.ISO8859-1/books/handbook/li nuxemu.html

Randall

On Mon, 8 Oct 2001, newt wrote:

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