
Subject: It's official: Object graphics won't work in VM on UNIX platforms

Posted by [profxtjb](#) on Thu, 25 Dec 2003 12:38:14 GMT

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profxtjb@earthlink.net (Thomas Brueckner) wrote in message news:

Here is an additional suggestion from RSinc about forcing software rendering:

"Please rename the gl_driver.so to gl_driver.bak, to force IDL VM to use software rendering."

It is an elaboration on item 1, below.

<52e94d00.0312181545.2b625eb@posting.google.com>...

> In response to a query about using an object graphics program in the
> virtual machine, on Mac OS-X, I received the following two replies
> from RSinc.

>

> --

> Unfortunately, applications that use object graphics will not work
> with the IDL virtual machine. This is a known issue and a report
> has been logged against it to which I have added your name. For
> future reference, the report logged is CR #31390.

>

> A couple of customers have reported the following work-arounds
> to this issue (Although neither works in all cases).

>

> 1. Forcing IDL to use software rendering when running the application.

>

> 2. (This only worked in one case) Using "idlde" rather than "idl".

> For

> example, the above call to the virtual machine would be

>

> idlde -vm=/Applications/idl/surfview.sav

> --

> *Additional information

> This is for all UNIX platforms
