
Subject: Installing IDL 6.0 on RedHat 9 - "Segmentation fault"

Posted by [mmedved](#) on Sun, 21 Dec 2003 19:09:39 GMT

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I tried installing IDL 6.0 on my RedHat 9 Linux box. The following problems occurred:

1) During installation, I am asked for java directories in /usr/local/apache2, which does not exist in my distribution. This is probably not my main problem.

2) THIS _IS_ MY MAIN PROBLEM: After installation (no license yet), I tried to run idl, and it exits with the following message:

IDL Version 6.0 (linux x86 m32). (c) 2003, Research Systems, Inc.
Segmentation fault

The best I could gather from googling is that it may be an issue with the glibc libraries. I am running glibc-2.3.2-5.

```
> rpm -q glibc
glibc-2.3.2-5
```

Did anybody manage a successful installation on RH9? If yes, did you have to do anything special to make it work? What version of glibc are you running?

Thank you,

Milica

Subject: Re: Installing IDL 6.0 on RedHat 9 - "Segmentation fault"

Posted by [Karl Schultz](#) on Mon, 05 Jan 2004 16:44:42 GMT

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"Michael Wallace" <mwallace.removethismunge@swri.edu.invalid> wrote in message news:vv3t6nnn6hpuff@corp.supernews.com...

```
>> Please, rename the gl_driver.so, located in the idl/bin/bin.linux.x86
>> directory to gl_driver.old. This will force your system to software
>> rendering.
```

```
>>
```

```
>> I don't know what it means, but it worked. I wish it was put in the
>> installation instructions.
```

```
>
```

```
> IDL can render images by using the graphics card itself or purely within
> software. Using hardware rendering is faster, but certain graphics
> cards don't have the necessary support in their drivers. Software
```

- > rendering is much slower, but it is supported everywhere.
- >
- > Depending on the graphics card you have, see if you can find an
- > updated/better driver online. Some Linux distributions don't ship with
- > the actual company provided driver because of licensing issues, so you
- > might just have a general purpose driver.

It is also possible that a kernel upgrade or some other change caused the graphics drivers to stop working. The details vary greatly depending on the vendor, but I know that when I upgraded the kernel on a system with an nVidia driver, I had to get the kernel header files and recompile some driver source code to get things working again. In fact, things changed enough so that I had to tweak the driver source code so that it would compile with the new kernel. Anyway, the point is that drivers can be pretty touchy and it may take some effort to get them working and keep them working.

Another useful diagnostic, which tech support often suggests if the problem appears to be graphics-related, is to run the 'glxgears' program. The program should appear in the XFree86 package and is a useful tool for checking your 3D graphics drivers..

- >
- > There's a little more information here:
- > <http://www.rsinc.com/services/techtip.asp?ttid=3524>
- >
- > Finally, I am not a fan of moving the shared object to force software
- > rendering. I've seen this kind of recommendation come from RSI before
- > with other issues, but changes like this should be made in configuration
- > files rather than moving libraries out of their standard locations. I
- > suppose it's a little pet peeve of mine since I come from the software
- > development ranks. Anyway, I believe you can set IDL to always use
- > software rendering by adding the line
- >
- > `Idl.renderer = 1`
- >
- > to either your `~/.Xdefaults` file or to the system-wide
- > `$RSI_DIR/idl/resource/X11/lib/app-defaults/Idl` configuration file.
- >
- > Just another way to skin a cat.

It isn't exactly the same because what you describe determines the default renderer. If a program creates a window with an explicit setting of the renderer property, the program can still crash if the graphics drivers are broken, regardless of the defaults settings.

While I agree that moving the file isn't the greatest practice, it is a reasonable workaround to use while the system issue is getting resolved.

Karl
