
Subject: New OS, more IDL troubles

Posted by [penteado](#) on Fri, 05 Aug 2011 21:36:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

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.

Subject: Re: New OS, more IDL troubles

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: New OS, more IDL troubles
Posted by [penteado](#) on Fri, 02 Sep 2011 15:55:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

In this case, the problem was that Imgrd did not understand Fedora's new device names, and thought there were no network cards. Fedora 15 changed the way network devices are named, dropping the usual eth*:

<http://fedoraproject.org/wiki/Features/ConsistentNetworkDeviceNaming>

The only way I could find to make Imgrd work was to revert the device names back to eth*, as discussed in

<http://forums.fedoraforum.org/showthread.php?s=29f5559f3f6afe9b94a5e37cec985b62&t=265259&page=2>

I have not yet tested to see if the same would occur with FlexLM from other products, like PGI.

On Sep 1, 6:58 am, Reimar Bauer <rb.p...@googlemail.com> wrote:

> 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 Imgrd does not understand the hosts file correctly. Imgrd 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/...](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/...)
>> [http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/...](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/...)
>> [http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/...](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/...)
>> 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.
