
Subject: the problem for GPULIB+IDL

Posted by [fanchao.lyu](#) on Sun, 28 Apr 2013 07:46:22 GMT

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i have already install the cuda3.2 and cuda 4.2, and the gpulib 1.4.4, and the idl path have already correctly set, but the message got from the gpunit is :

GPUINIT: using pure IDL emulation

and the !gpu.mode is 0

how can i do?

Subject: Re: the problem for GPULIB+IDL

Posted by [Michael Galloy](#) on Thu, 02 May 2013 17:51:02 GMT

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On 5/2/13 1:06 AM, fanchao.lyu@gmail.com wrote:

> Hi, Mike

> this is the results got from the "IDL> print, !error_state.msg"

>

> CUDASETDEVICE: Error loading sharable executable.

> Symbol: IDL_Load, File = C:\Program Files\Tech-X\GPULib\lib\gpulib.dll

> %1 is not a valid Win32 application

>

> Thank you for your help.

Could be an incompatibility between Windows versions. What version of Windows are you using?

In any case, I would give the GPULib 1.6, released yesterday, a try and see if that just fixes the problem. For more information, see:

<http://www.txcorp.com/home/gpulib>

Downloads start here:

<http://www.txcorp.com/get-gpulib-software>

Mike

--

Michael Galloy

www.michaelgalloy.com

Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

Research Mathematician

Tech-X Corporation

Subject: Re: the problem for GPULIB+IDL
Posted by [fanchao.lyu](#) on Fri, 03 May 2013 03:03:18 GMT
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Thank you.

The version of Windows is Win7-64bit.

The CUDA Toolkit 4.2 could be used on my system.

And I have signed up for the free download of GPULib 1.6.

after 3 days~~~~

Thank you very much.

On Friday, May 3, 2013 1:51:02 AM UTC+8, Mike Galloy wrote:

> On 5/2/13 1:06 AM, fanchao.lyu@gmail.com wrote:

>

>> Hi, Mike

>

>> this is the results got from the "IDL> print, !error_state.msg"

>

>>

>

>> CUDASETDEVICE: Error loading sharable executable.

>

>> Symbol: IDL_Load, File = C:\Program Files\Tech-X\GPULib\lib\gpulib.dll

>

>> %1 is not a valid Win32 application

>

>>

>

>> Thank you for your help.

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>

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> Mike
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Subject: Re: the problem for GPULIB+IDL
Posted by [Haje Korth](#) on Fri, 03 May 2013 12:37:56 GMT
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Looks like you used the IDL version with the wrong bit-tage. Have you tried this on 32-bit IDL version. On 64-bit OS this is hidden away under the "Tools" menu.

On Thursday, May 2, 2013 11:03:18 PM UTC-4, fanch...@gmail.com wrote:

> Thank you.
>
> The version of Windows is Win7-64bit.
>
> The CUDAToolkit 4.2 could be used on my system.
>
> And I have signed up for the free download of GPULib 1.6.
>
> after 3 days~~~~~
>
>
>
> Thank you very much.
>
>
>

```
> On Friday, May 3, 2013 1:51:02 AM UTC+8, Mike Galloy wrote:
>
>> On 5/2/13 1:06 AM, fanchao.lyu@gmail.com wrote:
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>>
>
>>> Hi, Mike
>
>>
>
>>> this is the results got from the "IDL> print, !error_state.msg"
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>
>>> CUDASETDEVICE: Error loading sharable executable.
>
>>
>
>>>          Symbol: IDL_Load, File = C:\Program Files\Tech-X\GPULib\lib\gpulib.dll
>
>>
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>>> %1 is not a valid Win32 application
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>>> Thank you for your help.
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>>> Could be an incompatibility between Windows versions. What version of
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>
>> Windows are you using?
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>> In any case, I would give the GPULib 1.6, released yesterday, a try and
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Subject: Re: the problem for GPULIB+IDL
Posted by [Michael Galloy](#) on Fri, 03 May 2013 16:04:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 5/2/13 9:03 PM, fanchao.lyu@gmail.com wrote:
> Thank you.
> The version of Windows is Win7-64bit.
> The CUDAToolkit 4.2 could be used on my system.
> And I have signed up for the free download of GPULib 1.6.

Great, let me know how that works!

> after 3 days~~~~

Just to clarify that "3 days" message, you have to download GPULib in the next 3 days (less now), not after 3 days.

Mike

--

Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
Research Mathematician
Tech-X Corporation

Subject: Re: the problem for GPULIB+IDL
Posted by [fanchao.lyu](#) on Mon, 06 May 2013 05:01:28 GMT
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I tried the latest released GPULib 1.6 and the IDL8.2-64bit on my 64bit Windows7 system with CUDA 5.0, but the message I got from running "gpunit" is:

```
"
IDL> gpunit
GPULib Emulation 1.6.0 (Revision: 2601)
% GPUINIT: using CPU IDL emulation
% CUDAGETDEVICEPROPERTIES: Error loading sharable executable.
          Symbol: IDL_Load, File = C:\Program Files\Tech-X\GPULib 1.6.0\lib\gpulib.dll
          %1 is not a valid Win32 application
% Contact support@txcorp.com for help with installation
"
```

I still do not know how to fix this....

On Saturday, May 4, 2013 12:04:59 AM UTC+8, Mike Galloy wrote:

> On 5/2/13 9:03 PM, fanchao.lyu@gmail.com wrote:

>

>> Thank you.

>

>> The version of Windows is Win7-64bit.

>

>> The CUDAToolkit 4.2 could be used on my system.

>

>> And I have signed up for the free download of GPULib 1.6.

>

>

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> Great, let me know how that works!

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>

>> after 3 days~~~~

>

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>

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> the next 3 days (less now), not after 3 days.

>

>

>

> Mike

>

> --

>

> Michael Galloy

>
> www.michaelgalloy.com
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>
> Tech-X Corporation

Subject: Re: the problem for GPULIB+IDL
Posted by [fanchao.lyu](#) on Mon, 06 May 2013 13:42:11 GMT
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After I restarted my computer, it is working now. And the @gpu_test got a 36X speed up.

Thank you very much for your newly released GPULib 1.6, Mike.
And I also appreciate Haje for your suggestion.

Thank you all.

But there is a problem, after I run several different demos, there will be a error occurred. And there is always an error when I run transform3d_demo.
I am trying to figure them out.

On Saturday, May 4, 2013 12:04:59 AM UTC+8, Mike Galloy wrote:

> On 5/2/13 9:03 PM, fanchao.lyu@gmail.com wrote:
>
>> Thank you.
>
>> The version of Windows is Win7-64bit.
>
>> The CUDAToolkit 4.2 could be used on my system.
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>> And I have signed up for the free download of GPULib 1.6.
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> Just to clarify that "3 days" message, you have to download GPULib in
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> the next 3 days (less now), not after 3 days.
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> Mike
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Subject: Re: the problem for GPULIB+IDL
Posted by fanchao.lyu on Mon, 06 May 2013 13:43:15 GMT
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After I restarted my computer, it is working now. And the @gpu_test got a 36X speed up.

Thank you very much for your newly released GPULib 1.6, Mike.
And I also appreciate Haje for your suggestion.

Thank you all.

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I am trying to figure them out.

On Saturday, May 4, 2013 12:04:59 AM UTC+8, Mike Galloy wrote:

> On 5/2/13 9:03 PM, fanchao.lyu@gmail.com wrote:
>
>> Thank you.
>
>> The version of Windows is Win7-64bit.
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>> The CUDAToolkit 4.2 could be used on my system.
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>> And I have signed up for the free download of GPULib 1.6.
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> Just to clarify that "3 days" message, you have to download GPULib in
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> Tech-X Corporation

Subject: Re: the problem for GPULIB+IDL
Posted by [Michael Galloy](#) on Mon, 06 May 2013 15:55:46 GMT
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On 5/6/13 7:43 AM, fanchao.lyu@gmail.com wrote:
> After I restarted my computer, it is working now. And the @gpu_test
> got a 36X speed up.
>
> Thank you very much for your newly released GPULib 1.6, Mike. And I
> also appreciate Haje for your suggestion.
>
> Thank you all.
>
> But there is a problem, after I run several different demos, there
> will be a error occurred. And there is always an error when I run
> transform3d_demo. I am trying to figure them out.

What graphics card do you have? GPUINIT prints out information about
your graphics card when it is run.

Mike

--

Michael Galloy

www.michaelgalloy.com

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Subject: Re: the problem for GPULIB+IDL

Posted by fanchao.lyu on Mon, 06 May 2013 23:45:46 GMT

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On Monday, May 6, 2013 11:55:46 PM UTC+8, Mike Galloy wrote:

> On 5/6/13 7:43 AM, fanchao.lyu@gmail.com wrote:

>

>> After I restarted my computer, it is working now. And the @gpu_test

>

>> got a 36X speed up.

>

>>

>

>> Thank you very much for your newly released GPULib 1.6, Mike. And I

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>> also appreciate Haje for your suggestion.

>

>>

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>> Thank you all.

>

>>

>

>> But there is a problem, after I run several different demos, there

>

>> will be a error occurred. And there is always an error when I run

>

>> transform3d_demo. I am trying to figure them out.

>

>

>

> What graphics card do you have? GPUINIT prints out information about

>

> your graphics card when it is run.

>

Hi, Mike,

Here are the information got from "gpunit":

"GPULib Free 1.6.0 (Revision: 2601)
Graphics card: GeForce GT 640, compute capability: 3.0, memory: 841 MB available, 1023 MB total
CUDA version: 5.0
MAGMA version: 1.3.0
Checking GPU memory allocation...cudaSuccess"

>
> Mike
>
> --
>
> Michael Galloy
>
> www.michaelgalloy.com
>
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Subject: Re: the problem for GPULIB+IDL
Posted by [Michael Galloy](#) on Tue, 07 May 2013 17:54:52 GMT
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On 5/6/13 5:45 PM, fanchao.lyu@gmail.com wrote:
> On Monday, May 6, 2013 11:55:46 PM UTC+8, Mike Galloy wrote:
>> On 5/6/13 7:43 AM, fanchao.lyu@gmail.com wrote:
>>
>>> After I restarted my computer, it is working now. And the @gpu_test
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>>> got a 36X speed up.
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>>>
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>>
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>>
>>
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>>
>
> Hi, Mike,
>
> Here are the information got from "gpunit":
>
> "GPULib Free 1.6.0 (Revision: 2601)
> Graphics card: GeForce GT 640, compute capability: 3.0, memory: 841 MB available, 1023 MB
total
> CUDA version: 5.0
> MAGMA version: 1.3.0
> Checking GPU memory allocation...cudaSuccess"

And, of course, what are the errors given when you run several demos or
run the transform3d demo? Please include exact output.

Mike

--

Michael Galloy

www.michaelgalloy.com

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Subject: Re: the problem for GPULIB+IDL

Posted by [David Fanning](#) on Tue, 07 May 2013 18:13:47 GMT

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Michael Galloy writes:

> And, of course, what are the errors given when you run several demos or
> run the transform3d demo? Please include exact output.

What's going on this week!? I've already gotten several e-mails saying
something like this: "Your color bar routine is broken. How can I fix
it?" No code, no clues, no indication its even my code! Sheesh!

Cheers,

David

P.S. Turns out, of course, cgColorbar was being called "all wrong".
What's the chance we can get that Three Stooges clip "No no no, you're
doing it ALL WRONG!" built into IDL so we can just send that out?

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>
Sepore ma de ni thue. ("Perhaps thou speakest truth.")

Subject: Re: the problem for GPULIB+IDL
Posted by [Michael Galloy](#) on Tue, 07 May 2013 19:58:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 5/7/13 12:13 PM, David Fanning wrote:

> Michael Galloy writes:

>

>> And, of course, what are the errors given when you run several demos or
>> run the transform3d demo? Please include exact output.

>

> What's going on this week!? I've already gotten several e-mails saying
> something like this: "Your color bar routine is broken. How can I fix
> it?" No code, no clues, no indication its even my code! Sheesh!

>

> Cheers,

>

> David

>

> P.S. Turns out, of course, cgColorbar was being called "all wrong".
> What's the chance we can get that Three Stooges clip "No no no, you're
> doing it ALL WRONG!" built into IDL so we can just send that out?

Well, I had hopes that I could blame the graphics card, but it looks
like I will have to actually find out what is going on.

Mike

--

Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
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