

1 CONVERGE Studio v2.3 Installation Notes

The following notes help you troubleshoot problems you may encounter when installing and running CONVERGE Studio v2.3.

1. If CONVERGE Studio crashes immediately after launch in Linux, use the `qtconfig` or `qtconfig-qt4` command to update the *GUI style* for rendering Qt applications under *Appearance* and then click *File > Save*. We recommend *Cleanlooks* or *Plastique*.

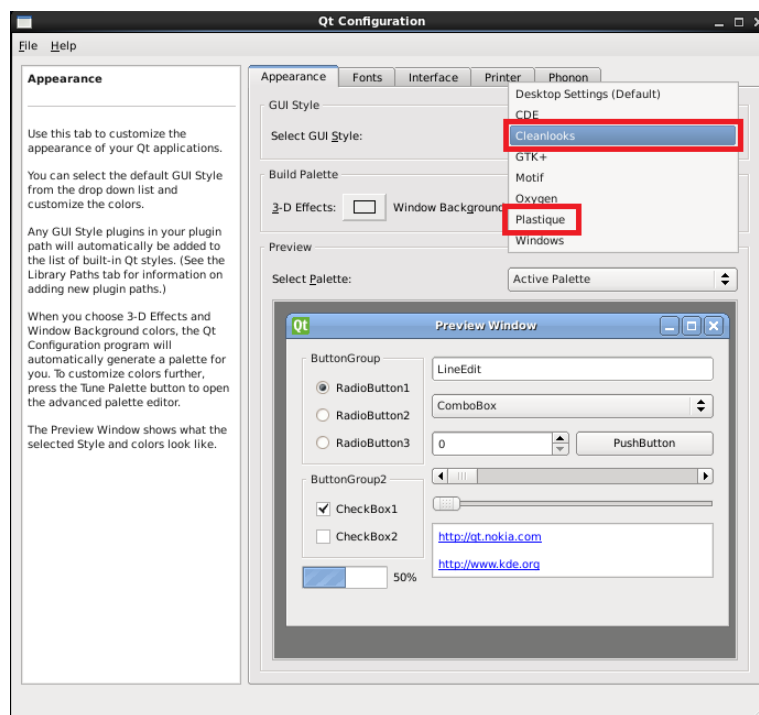


Figure 7.1 - The Qt Configuration > Appearance tab.

2. If you have an unwanted clipping plane and if all edges are rendered in the boundary fence color, the solution is as follows.
 - a. Open the NVIDIA Control Panel.
 - b. In *Manage 3D Settings > Global Settings* or *Program Settings*:
 - For a desktop GeForce GPU, turn off *Shader Cache*.
 - For a workstation Quadro GPU, turn off *Threading Optimization*.

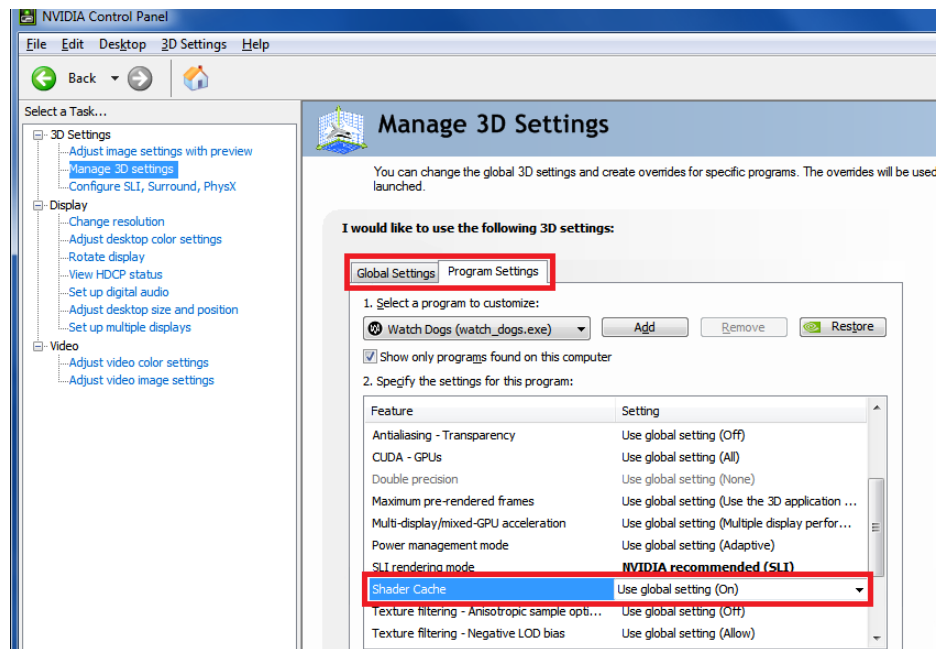


Figure 7.2 - The NVIDIA Control Panel > Manage 3D Settings > Program Settings tab.

- c. Run CONVERGE Studio with the `-n` command line option. Check the CONVERGE Studio *Message log* to verify that CONVERGE Studio is using the OpenGL rendering method.
3. To use the boundary animation feature and to enable faster rendering, you must have a discrete GPU from NVIDIA or AMD. For Windows only, create a shortcut to `CONVERGE_Studio.exe`, right-click it, select *Properties*, and append `-n` to the Target field. If your hardware meets our requirements and if the device driver works correctly, you can verify that fast rendering is activated by checking the CONVERGE Studio *Message log*. You should see the following message:

```
-----
CONVERGE Studio v2.3 Jan 14 2016 14:56:06
CONVERGE Studio uses QT 4.8.X
-----
Set the log file to: '/tmp/CONVERGE_Studio.log'
-----
OpenGL: using GLSL to render triangles, edges and normals (the fastest method).
-----
```

If CONVERGE Studio is using the old rendering, you will see the following message:

```
-----
CONVERGE Studio v2.3 Jan 14 2016 14:56:06
CONVERGE Studio uses QT 4.8.X
-----
```

```
Set the log file to: '/tmp/CONVERGE_Studio.log'
```

```
-----  
OpenGL: using old rendering methods (deprecated GL calls).  
-----
```

4. In Linux, CONVERGE Studio defaults to fast rendering. If your machine does not meet the hardware requirement, CONVERGE Studio will use the old rendering. To force CONVERGE Studio to use the old rendering, use the `-o` command line option.
5. You may see the warning "missing libcui18n dynamic library" when launching CONVERGE Studio on RedHat (CentOS) 7.x. However, this warning should not affect the functionality of CONVERGE Studio.