

OpenGL issues with VMWorkstation ...



[viperjason](#) 1 posts since

Jun 30, 2009

I am running Windows XP as host and as guest machine. Running 6.5.2 VMware workstation. My host system specs are below:

Dell Precision T5400

Nvidia Quadro FX 3700

When I am running the application I get an error that says basically that I cant initialize the OpenGL function glCompressedTexImage2DARB. Anyone have any ideas? The program can run just fine under the host, but fails under the guest machine. I'm sorry I can not say what the program is due to it being an internal program for our company. Tags: opengl, windows, workstation_6.5



[RDPetruska](#) 15,877 posts since


Jan 11, 2005 **1. Re: OpenGL issues with VMWorkstation** Jun 30, 2009 5:14 PM

OpenGL is not currently supported inside guests, only Direct3D.



[gvtlinux](#) 1 posts since

Nov 20, 2006 **2. Re: OpenGL issues with VMWorkstation** Aug 7, 2009 12:16 PM

 in response to: [RDPetruska](#)

OpenGL is a UNIX standard for highend CAD applications such as Pro/E, SolidWorks and CATIAV5. Having a Linux Host to run CFD solvers then having that solver ouput into a shared folder to be read by CATIAV5 realtime is becomming the future in Engineering. Sure would be nice to have VMware get the OpenGL issue solved so that we can deploy ssid solution in high end workstations.

What must we do to convince VMware that this is a high priority. I know that OpenGL in a VMWare session is on their todo list. Can we have it moved to the top please.