Subject: Converting COD2020 to SDF
Posted by ghutchis on Thu, 28 Jan 2021 01:46:45 GMT
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I saw there was a new update to the COD data. Since I'm working with SD files mostly, I tried to export the 3D geometries.

But on my MacBook running Big Sur, it hangs with 3D export. A window pops up, but it's empty and never updates.

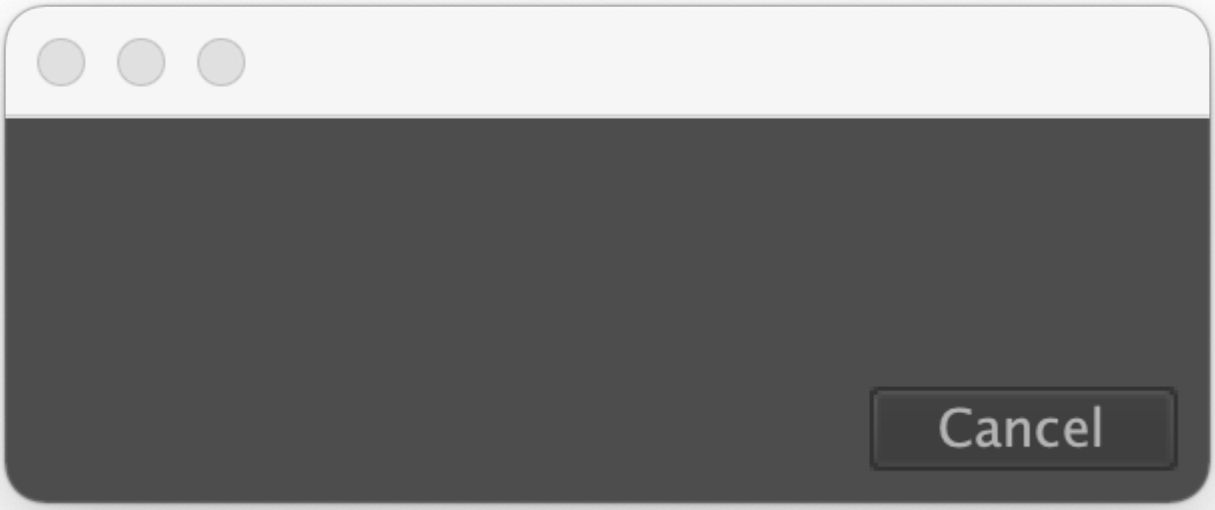
Export to 2D works great - no matter the options I pick in SD export.

I'm happy to help debug - I periodically get "Uncaught Exception: null" errors with the COD2020 file open.

I see a few errors in the system.log but these seem rendering-related:
Jan 27 20:19:11 Mercury DataWarrior[17344]: getattrlist failed for /System/Library/Extensions/AppleIntelKBLGraphicsGLDriver.bundle/Contents/MacOS/AppleIntelKBLGraphicsGLDriver: #2: No such file or directory
Jan 27 20:19:11 Mercury DataWarrior[17344]: getattrlist failed for /System/Library/Frameworks/OpenGL.framework/Resources//GLRendererFloat.bundle/GLRendererFloat: #2: No such file or directory
Jan 27 20:21:17 Mercury com.apple.xpc.launchd[1]: Coalition Cache Hit: app<application.org.openmolecules.datawarrior.122966090.12296611 6(503) > [4385]
Jan 27 20:21:18 Mercury DataWarrior[17395]: getattrlist failed for /System/Library/Extensions/AppleIntelKBLGraphicsGLDriver.bundle/Contents/MacOS/AppleIntelKBLGraphicsGLDriver: #2: No such file or directory
Jan 27 20:21:18 Mercury DataWarrior[17395]: getattrlist failed for /System/Library/Frameworks/OpenGL.framework/Resources//GLRendererFloat.bundle/GLRendererFloat: #2: No such file or directory

File Attachments

1) Screen Shot 2021-01-27 at 8.31.15 PM.png, downloaded 1033 times


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