

Directx in VMLite (Windows 7)

Posted by nicksteel - 2011/10/12 09:27

While awaiting next version of VMLite to try out Windows 8, I've been experimenting with a Windows 7 Pro 30 day trial iso mounted on host Visa Home Premium 32 with Mobile Intel 965 Express Chipset. Using MS Solitaire to test graphics.

Host

With DXDIAG

DirectX 11

DirectDraw Acceleration Enabled

Direct3D Acceleration Enabled

AGP Texture Acceleration Enabled.

XP mounted in VMLite

Video Memory 60MB

3D Acceleration Enabled

2D Acceleration Enabled

With DXDIAG

DirectX 9

DirectDraw Acceleration Enabled

Direct3D Acceleration Enabled

AGP Texture Acceleration Not Available.

Solitaire runs normally.

Windows 7 mounted in VMLite

Video Memory 60MB

3D Acceleration Enabled

2D Acceleration Enabled

With DXDIAG

DirectX 11

DirectDraw Acceleration Enabled

Direct3D Acceleration Not Available

AGP Texture Acceleration Not Available.

With Solitaire get message that the game is running in software rendering mode and hardware acceleration is either disabled or not supported by the video card driver, which could slow game performance. (Very slow)

I would expect Windows 7 to not perform well on VMLite within Vista, but wonder if the driver problem will be solved in the next version of VMLite for testing Windows 8?

=====

Re: Directx in VMLite (Windows 7)

Posted by admin - 2011/10/12 10:10

Thanks for the reporting. we will test more with the upcoming release v4. V4 supports Aero for Windows 7/8, so 3D should be better than v3.

=====

Re:Directx in VMLite (Windows 7)

Posted by nicksteel - 2011/10/12 10:52

:) Thanks :)

You guys are doing an amazing job!

=====

Re:Directx in VMLite (Windows 7)

Posted by nicksteel - 2011/10/20 15:50

No change with VMLite 4.2 beta.

=====

Re:Directx in VMLite (Windows 7)

Posted by huisinro - 2011/10/20 16:31

I assume that you have installed the guest additions with 3d enabled?

For a sanity check, can you check if Google Earth can run in DirectX mode?

=====

Re:Directx in VMLite (Windows 7)

Posted by nicksteel - 2011/10/22 13:22

When I install guest additions and select 3d, I get choice of WDDM or Direct3D support. If I use WDDM, Windows 7 aborts during startup and I have to restore. If I opt for Direct3D, get message requiring safe mode. In safe mode, guest additions will not run.

Prior to doing this, I uninstalled VMLite, cleaned registry with CCleaner and rebooted. Installed 4.2, then rebooted.

=====

Re:Directx in VMLite (Windows 7)

Posted by huisinro - 2011/10/22 13:55

before you install WDDM, make sure you configure vm so it has 3D enabled, and has allocate 128MB video ram at least.

=====

Re:Directx in VMLite (Windows 7)

Posted by nicksteel - 2011/10/22 15:54

Reinstalled VMLite 4.2. Created virtual machine with 3D enabled, 128MB video ram. Installed Windows 7. Ran guest additions with WDDM. Windows still aborts during welcome screen. Guest additions works if I do not enable 3D.

VMLite is installed in host C:Programs
VMLites is in user.

My laptop uses Intel Grapics Media Accelerator Driver for mobile.
Mobile Intel 965 Express Chipset Family

Everything is set up exactly as when using 3.2.6.

=====