

## Running through VirtualGL

When no graphic acceleration is available through opengl, it is not possible to use tools such as anatomist. A solution is to use the [VirtualGL](#) tools to emulate an opengl accelerated environment.

## Installing VirtualGL

Download the latest version for your system from <http://sourceforge.mirrorservice.org/v/vi/virtualgl>  
Or for Debian 64bits system, you can directly use the following commands (replace the version with the version you want):

```
wget --no-check-certificate -O /tmp/virtualgl_2.5.1_amd64.deb http://sourceforge.mirrorservice.org/v/vi/virtualgl/2.5.1/virtualgl_2.5.1_amd64.deb
```

Then install it:

```
sudo dpkg -i /tmp/virtualgl_2.5.1_amd64.deb
```

If you wish to use virtualgl with [wine](#) (which is a 32-bits application) on Ubuntu-14.04, you will also need to install 32-bits version of virtualgl and libxv1:

```
sudo apt install libxv1:i386
wget --no-check-certificate -O /tmp/virtualgl32_2.5.1_amd64.deb http://sourceforge.mirrorservice.org/v/vi/virtualgl/2.5.1/virtualgl32_2.5.1_amd64.deb
sudo dpkg -i /tmp/virtualgl32_2.5.1_amd64.deb
```

## Running application through VirtualGL

You only need to use the vglrun command to start your applications:

```
vglrun anatomist
```

And it is the same using wine:

```
vglrun wine anatomist.exe
```