

Re: RubyMine 1.1.1 crashes on MacOSX...



[Roman.Chernyatchik](#) 1,452 posts since

Sep 18, 2007

Hi gys,

If you run RubyMine using Java 1.6 after Java Update 4 RubyMine will not start. To fix it please :

1. delete `*idea*` file from `/Applications/RubyMine 1.1.app/Contents/MacOS`
2. then `cp /System/Library/Frameworks/JavaVM.framework/Resources/MacOS/JavaApplicationStub64 to /Applications/RubyMine 1.1.app/Contents/MacOS/`
3. rename `*JavaApplicationStub64*` to `*idea*` again.
4. add `u+x` permissions for `*idea*` file

By default RubyMine uses Java 1.5 and Java Update 4 will not affect it.

P.S: To run RubyMine with Java 1.6 you should

1. Change `/Applications/RubyMine 1.1.app/Contents/Info.plist | Java | JVMVersion` value from `"1.5"` to `"1.6"`
2. Increase `/Applications/RubyMine 1.1.app/Contents/Info.plist | Java | VMOptions : --Xmx` value because on MacOS java 1.6 is 64-bit and requires twice more memory than java 1.5

(info was taken from <http://www.jetbrains.com/devnet/message/5237767#5237767> and <http://www.jetbrains.com/devnet/message/5240216#5240216>)

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Update: We moved this faq to documents, see <http://www.jetbrains.net/devnet/docs/DOC-1157>

Tags: macos, jdk1.6



[upetschke](#) 20 posts since

Oct 2, 2002 1. **Re: Running RubyMine with jdk 1.6 (Apple Java for OS X 10.5 - Update 4)** Jun 18, 2009 12:42 PM

Thanks for those hints - I thought about switching to jdk 1.6 so good to know about the tweaks required.

But if it takes twice the memory, what are the real benefits of using it? A slightly improved performance may not be worth the increased memory usage...



[Roman.Chernyatchik](#) 1,452 posts since

Sep 18, 2007 2. **Re: Running RubyMine with jdk 1.6 (Apple Java for OS X 10.5 - Update 4)** Jun 18, 2009 1:22 PM

Thanks for those hints - I thought about switching to jdk 1.6 so good to know about the tweaks required.

But if it takes twice the memory, what are the real benefits of using it? A slightly improved performance may not be worth the increased memory usage...

Some mac guys report about better RubyMine's performance on jdk 1.6 (due to better GC). As for me - I don't use jdk 1.6 for RubyMine and IntelliJ IDEA due to higher memory consumption. I don't think that Apple will implement 32-bit implementation of Java 1.6 JVM



[Oleg Shpynov](#) 1,172 posts since

Nov 6, 2007 3. **Re: Running RubyMine with jdk 1.6 (Apple Java for OS X 10.5 - Update 4)** Jun 18, 2009 1:20 PM

Hello guys,

Thanks for those hints - I thought about switching to jdk 1.6 so good to know about the tweaks required.

But if it takes twice the memory, what are the real benefits of using it? A slightly improved performance may not be worth the increased memory usage...

I'm running on 64bit Linux box, but I use Sun Java 6 32bit to run RubyMine.

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Switching back and forth from 64bit to 32bit didn't give me significant performance improvements but gave increased memory usage and even decreased performance with similar memory settings.

Regards,

Oleg



[Roman.Chernyatchik](#) *1,452 posts since*

Sep 18, 2007 4. **Re: RubyMine 1.1.1 crashes on MacOSX 10.5.8 With Java Update 4** Sep 23, 2009 11:32 AM

Apple Java Update 5 fixed the problem.