
Subject: Re: % Internal error: Unable to set pixel format.
Posted by [Thomas Launey](#) on Wed, 11 Oct 2000 00:59:05 GMT
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In article <MPG.1446d2ff4a5e3db5989c4b@news.frii.com>,
davidf@dfanning.com says...

> Rikagaku (t_launey@brain.riken.go.jp) writes:

>

>> I have an object-based widget to display scatter plots with adjustable XY
>> range. It works well on one computer but not on another one (same IDL
>> version) and the reported error is:

>> % Internal error: Unable to set pixel format.

>> I need some hints about where the problem may come from but I cannot find
>> any information about the "internal error". Does anyone has any idea
>> where I could get some explanations about this cryptic message?

>> thanks

>

> This doesn't sound too good. To see it on one computer,
> but not on another suggests graphics cards. Have you tried
> the program with software rendering turned on? That clears
> up an awful lot of lousy OpenGL implementations by
> the hardware manufacturers. :-)

>

> I'd contact the folks at RSI about "Internal errors".

>

> Cheers,

>

> David

>

>

Thanks a lot

I got an answer from randall Frank who also suggested an OGL-related
problem. After updating DirectX to 7.0 and reinstalling the OGL drivers
(from GLsetup.com), everything worked fine again.

Thank you very much.

Thomas Launey

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