
Subject: Re: Unable to acquire a GL context (IDLDE and w2000)
Posted by [David Fanning](#) on Thu, 13 Dec 2001 13:15:23 GMT
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Martin Downing (martin.downing@ntlworld.com) writes:

> Ok, I guess I am missing something really simple here (or just going mad!).
> I recently upgraded IDL to 5.5 as well as adding w2000 sp2
> (ha ha - thats right - most of you can now skip this message!!)
> This is what I get when using hardware object rendering:
>
> wBase = WIDGET_BASE()
> wDraw3D = WIDGET_DRAW(wBase, GRAPHICS_LEVEL=2)
> WIDGET_CONTROL, wBase, /REALIZE
> WIDGET_CONTROL, wDraw3D, GET_VALUE=oWindow
> % WIDGET_CONTROL: Unable to acquire a GL context.
> % WIDGET_CONTROL: Invalid widget identifier: 116.
>
> Well, unless I have lost it, I was using hardware GL rendering quite happily
> before. Does anyone have a clue what I have missed in setting up
> preferences, or any other ideas as to the problem.

Well, hardware rendering is always problematical,
but if you had it working before (same graphics
card), but not now, I would say you need to upgrade
your graphics driver to work with your new OS.

> Cheers, think I need a coffee earlier than usual today!

In my experience this is pretty much mandatory when
working with object graphics programs. :-)

Cheers,

David

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