
Subject: Unable to acquire a GL context (IDLDE and w2000)
Posted by [Martin Downing](#) on Thu, 13 Dec 2001 09:57:41 GMT
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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.

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

Martin

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