Subject: Re: Windows XP graphics problem
Posted by graves on Mon, 27 Jan 2003 17:19:38 GMT
View Forum Message <> Reply to Message

> On a side note, do you have any other OpenGL accelerated applications? Can
> you test if they work correctly?

I haven't played Quake III in a while ... :)

I downloaded an OpenGL test utility and found the problem is not IDL,
but that OpenGL is not working at all. So now I'm trying to find an
nVidia driver that works for me. From what I've read on the net, this
appears to be a widespread compatability problem between nVidia
drivers and Windows XP. Looks like the "vanilla" nVidia drivers
packaged with XP are the way to go.

Ted
graves@helix.mgh.harvard.edu