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Subject: Re: shade\_volume and quality change causes IDLDE to crash?

Posted by [dcw\\_yip](#) on Thu, 11 Dec 2003 17:16:14 GMT

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Thanks Karl! As usual, you are treasure trove of useful information. I appreciate it. I'll run IDL under Visual Studio and see where the actual crash is.

David

dcw\_yip@yahoo.com (David Yip) wrote in message

news:<201431cc.0312101141.38e43641@posting.google.com>...

> Thanks for the tip about the forceware drives. I'll give them a shot.

> Using the software renderer really isn't an option. It runs so

> slowly as to make the program unusable.

>

> David

>

> "Rick Towler" <rtowler@u.washington.edu> wrote in message

news:<br5beb\$19m\$1@nntp6.u.washington.edu>...

>> "David Yip" wrote in message...

>>

>>> The code I'm working on uses shade\_volume. Whenever, I switch the

>>> quality of the window from high to low or medium and back to high

>>> IDLDE crashes out. It doesn't happen if I sub in isosurface for

>>> shade\_volume. This only happens on one machine but unfortunately it's

>>> my development machine. It's an XP Pro machine with a Nvidia Quadro

>>> FX 1000 graphics card. Has anyone else experienced this?

>>

>> I agree with David. If you can live with software rendering than that is

>> that, but since you have a Quadro under the hood I doubt that you will.

>> Pick up the latest driver for your graphics adapter from nVidia. If you

>> already have the latest, then try a newer beta driver (hard to find for the

>> Quadros) or an older driver.

>>

>> You *might* be able to use the... what are they calling them this week...

>> "forceware" drivers with your quadro (53.03 is out today). You lose the

>> benefits of the special OpenGL drivers that ship with the Quadro but to be

>> honest, I don't think that IDL gains much from these anyway. RSI doesn't

>> optimize their renderer for specific GPU's and nVidia doesn't optimize their

>> drivers for IDL.

>>

>> -Rick

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