
Subject: Re: shade_volume and quality change causes IDLDE to crash?

Posted by [dcw_yip](#) on Wed, 10 Dec 2003 19:41:16 GMT

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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](mailto: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
