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

Posted by [dcw\\_yip](#) on Tue, 09 Dec 2003 23:37:56 GMT

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It doesn't crash with software rendering or on other machines with different cards. I've already tried updating both XP and the drivers to no avail. My graphics card isn't bad per se. It works just fine with other apps. The driver must have a bad interaction with IDL. Strangely this card is a professional level OpenGL card unlike most of the cards people buy to play games at home. It is one of the recommended cards for high end professional 3D graphics work.

David

David Fanning <david@dfanning.com> wrote in message  
news:<MPG.1a3edbe2a2e3224a989775@news.frii.com>...

> David Yip writes:

>

>> 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?

>

> Try software rendering. This will rule out the most  
> likely candidate: a bad graphics card. :-)

>

> Cheers,

>

> David

>

> P.S. You can try updating your driver if this is the  
> case, or--sometimes--software is even faster than  
> hardware.