Subject: Re: shade_volume and quality change causes IDLDE to crash?
Posted by Rick Towler on Tue, 09 Dec 2003 20:28:40 GMT

"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