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

Posted by [David Fanning](#) on Tue, 09 Dec 2003 02:05:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

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.

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
