
Subject: shade_volume and quality change causes IDLDE to crash?

Posted by [dcw_yip](#) on Tue, 09 Dec 2003 01:49:26 GMT

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Hi:

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?

thanks,
David
