
Subject: Object Graphics+Win2k+nVidia Lockups
Posted by [Rick Towler](#) on Fri, 01 Dec 2000 08:00:00 GMT
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Is anybody using object graphics on a Win2k machine with an nVidia based graphics card? If so, are you experiencing frequent lockups? IDL will lock up but I will still have mouse control. Then if I click on another application the machine locks up tight. I am assuming that this is a display driver issue at this point.

This occurs regularly with my current application. I have a 125x125 textured surface object "sea floor" and if I just fly around long enough I lock up. That's before I populate the scene with fish.

The application does run on our sun, but without a powerful graphics adapter is unusable in real time. :(

Any nVidia users out there?

-Rick Towler
