
Subject: Re: Computer freezes when IDL 5.5 tries to display an image larger than the given window

Posted by [Rick Towler](#) on Wed, 27 Mar 2002 18:32:33 GMT

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"Sandeep Dalal" <sandeep.dalal@philips.com> wrote:

> I tried to reproduce this problem on a Windows 2000 computer which
> also runs IDL 5.5 but that is a single-processor system and it did not
> freeze even when the window sizes were smaller than the image size I
> was trying to display. Maybe the problem is specific to
> multi-processors only.

This is not strictly a dual-processor issue as I can display an image using tv to any window I choose. I am running IDL 5.5 on a dual athlon box with a geforce3 on win2k.

This really reeks of a driver issue, *especially* if it locks the system. What video card is installed on your win2k machine? Is it a quadro? If so, are the two machines running the same drivers? My guess is that they are different. I suggest picking up the latest drivers for your Quadro from nVidia's website. Version 28.32 is the latest and they are available for NT4. Not a guaranteed fix but this is the place to start.

-Rick

Subject: Re: Computer freezes when IDL 5.5 tries to display an image larger than the given window

Posted by [sandeep.dalal](#) on Thu, 28 Mar 2002 15:32:33 GMT

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rtowler@u.washington.edu (Rick Towler) wrote in

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>

Thanks Rick for your advice. I downloaded the version 28.32 Detonator driver and the problem disappeared. The version I had before was 23.11 which was downloaded in mid-February, but it apparently must be buggy. With the new driver installed, IDL can display images in any window size without freezing the computer.

Sandeep Dalal

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** My opinions do not necessarily reflect those of my employer **
