Subject: Re: Windows XP graphics problem
Posted by Rick Towler on Thu, 23 Jan 2003 18:05:00 GMT
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"Ted Graves" <wrote in message >
> I'm using IDL 5.4 on a 2.4 GHz Pentium 4 with 1 GB of memory, running
> Windows XP. It has a GEForce 4 MX 420 video card with 64 MB of video
> memory. The last few days, I can't run some of my programs because of
> a problem using the function GET_SCREEN_SIZE. It fails when it tries
> to realize a widget with MAP set to 0. The given error message is
> "WIDGET_CONTROL: Unable to acquire a GL context".
>

I ran into this problem after I tested the SoftQuadro drivers with win2k.
It seems that when I uninstalled them they left a behind an incompatible mix
of driver files. Maybe you have a similar problem? To remedy I think I
uninstalled the video drivers, manually cleaned out any leftovers (search
WINNT for nv*), and reinstalled the drivers (pick up the latest drivers for
your adapter from nVidia's website.)

Can you rollback to a point where it is working?

-Rick

Subject: Re: Windows XP graphics problem
Posted by egraves on Thu, 23 Jan 2003 22:28:43 GMT
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> Can you rollback to a point where it is working?

I tried that earlier in the week and was indeed able to get to a point
where things were working correctly. Then this morning I get the message
that Win XP updates have been downloaded and are ready to install, so I
installed those and the problem was back. I'll try your suggestion
regarding removing all nVidia drivers though. Thanks!

Ted
graves@helix.mgh.harvard.edu

Subject: Re: Windows XP graphics problem

Posted by Rick Towler on Thu, 23 Jan 2003 22:47:15 GMT
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"Ted Graves" wrote

>> Can you rollback to a point where it is working?
>
> I tried that earlier in the week and was indeed able to get to a point
> where things were working correctly. Then this morning I get the message
> that Win XP updates have been downloaded and are ready to install, so I
> installed those and the problem was back. I'll try your suggestion
> regarding removing all nVidia drivers though. Thanks!
>

I would rollback again and turn updating off (you can do it in the auto
updates control panel and also by setting the autoupdate service to start
manually in the services control panel). Then download the updates manually
by going to windowsupdate and see what is waiting for you. You only really
need to pick up the critical/security updates which I doubt would be causing
this problem.

On a side note, do you have any other OpenGL accelerated applications? Can
you test if they work correctly?

-Rick

Subject: Re: Windows XP graphics problem
Posted by graves on Mon, 27 Jan 2003 17:19:38 GMT
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> On a side note, do you have any other OpenGL accelerated applications? Can
> you test if they work correctly?

I haven't played Quake III in a while ... :)

I downloaded an OpenGL test utility and found the problem is not IDL,
but that OpenGL is not working at all. So now I'm trying to find an
nVidia driver that works for me. From what I've read on the net, this
appears to be a widespread compatability problem between nVidia
drivers and Windows XP. Looks like the "vanilla" nVidia drivers
packaged with XP are the way to go.

Ted

graves@helix.mgh.harvard.edu