
Subject: Windows XP graphics problem

Posted by [graves](#) on Thu, 23 Jan 2003 16:59:40 GMT

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

Hi all,

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've tried reinstalling the display drivers, to no avail. I have the exact same problem on my laptop (1 GHz Pentium 3 with 256 MB of memory, GeForce 2 Go video adapter, Windows XP). I suspect the automatic Windows XP update has installed something that is screwing things up. When I use Windows' spectacularly unhelpful display troubleshoot feature where you can disable hardware acceleration, I can get things to work again if I disable "all but basic accelerations", but if I change this to "disable all DirectDraw and Direct3D accelerations, as well as all cursor and advanced drawing accelerations", the problem arises again. I can also get things to work if I set the default IDL object graphics renderer to software. I'm just curious what happened to cause this problem.

If anyone has any sage advice, I would be most grateful.

Ted

graves@helix.mgh.harvard.edu
