Subject: shade_volume and quality change causes IDLDE to crash?
Posted by dcw_yip on Tue, 09 Dec 2003 01:49:26 GMT

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