

Re: Any ideas on this?

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2006-09/msg03334.html>

- *From:* "Cor Ligthert [MVP]" <notmyfirstname@xxxxxxxxx>
 - *Date:* Wed, 20 Sep 2006 18:26:51 +0200
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Kevin,

I know, Herfried has given often the same answer in the newsgroup language.vb.

However, thanks for your deep explanation, which reminds me again better to it.

But it still is a guess in my opinion. While than in my idea it can be the soundcard as well, for which is too DirectX support.

Cor

"Kevin Spencer" <uce@xxxxxxxx> schreef in bericht
[news:OniKY\\$K3GHA.1288@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:OniKY$K3GHA.1288@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Well, it was an educated guess, based upon the very limited amount of information provided, and my own experience with DirectX. DirectX sits directly on top of the Hardware Abstraction Layer of the OS, and is designed to work directly with the video card, which does most of the actual drawing work. Most video cards these days have support for storing and drawing 3D objects, to some extent or another. DirectX therefore has quite a number of methods for getting video card support information from the video card, as not all video cards support all of the same types of operations, and vary in terms of video memory, etc.

If one builds a DirectX application that draws on one machine, and does not include enough querying to the video card to find out what it supports, one's code may attempt to use some function that is not supported by a video card on a different machine. This would result in the kind of behavior described by the OP.

The OP was somewhat unclear about what he was doing, but did mention the term "scene," which is a DirectX term for a 3D "scene". Since he indicated that the app works fine on one machine, but breaks on others, because DirectX relies quite heavily on the video card's capabilities, and since the OP didn't mention anything about the video cards on these other machines, I concluded that it was most likely that the OP was not aware of

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the intimate dependency of DirectX on hardware. Therefore, I somewhat tentatively suggested that he look at the video card differences between the machines.

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HTH,

Kevin Spencer
Microsoft MVP
Software Composer

A watched clock never boils.

"Cor Ligthert [MVP]" <notmyfirstname@xxxxxxxx> wrote in message news:%230xTZzG3GHA.1256@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Kevin,

Why not the sound card?

:~)

You are right with your answer but in my idea is this not resolvable by a newsgroup than just guessing.

Cor

"Kevin Spencer" <uce@xxxxxxx> schreef in bericht news:utmok7E3GHA.324@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Video card?

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HTH,

Kevin Spencer
Microsoft MVP
Digital Carpenter

A man, a plan, a canal,
a palindrome that has gone to s**t.

"Daniel" <DanielV@xxxxxxxxxxxxxxxx> wrote in message news:ulCHWPE3GHA.324@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

Hey guys

I have a app that runs fine on my deve
machine, in debug oe or straight
from my installer.

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Stick it on another machine, similar spec and when i close a child form it closes the whole app....essentially crashing but no crash message. It's as tho i closed it.

On another machine it crashes on closing the second form that pops up.

This form is a directx scene.

So why on my dev machine does this never happen? But happens 100% of the time on other machines, what difference could their be?