

Re: Video problem

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.games/2004-11/0159.html>

From: Chuck McGarigle (*Me_at_Here.there*)

Date: 11/10/04

Date: Wed, 10 Nov 2004 06:18:23 -0500

My monitor said the same thing. I don't know what the problem was with dx9c, but I started to have problems, primarily with a couple of games. I tried all the things that were suggested in this newsgroup. Finally, I just switched to a different, newer, monitor and the problems were resolved. I'd switch monitors as a test before you drive yourself nuts installing and uninstalling various drivers and pieces of software. Wish I did at first.

Chuck

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". . . it's ironic that when it comes down to it - that it's men of a rough persuasion who have to do all the hard things that the general population are incapable of doing, and then the general population disowns them. It's called being a soldier."

"Brad in H-Town" <anonymous@discussions.microsoft.com> wrote in message news:4d7901c4c6d4\$df19e880\$a601280a@phx.gbl...

> Jimmy S.,

>

> The monitor handles 1028x768 without any NVidia drivers
> installed. There is little evidence of artifacts and
> things are manageable. The trouble began with XP SP2 and
> DirectX 9.0c upgrades within the last two weeks.
> Specifically I noticed the change after the DirectX 9.0c
> upgrade. The DirectX page claims that 9.0c is compatible
> with XP SP1 but does not make any mention of SP2.

>

> I run an Athlon XP 1700+ CPU on an Asus A7V266-E mobo
> which has 2x/4x AGP handled by the Via KT266A North
> Bridge.

>

> I have scoured the internet to be sure the mobo bios and
> ia drivers are up to date. This was a fantastic rig in
> 2000 and it has plenty of life left if I can figure out
> what is wrong with the video driver compatibility.
> NVidia just released 66.93 and it is WHQL certified for
> the "recent" cards - arghhhh.

>

> I hope that I am not out of luck.

>

> Brad

>>-----Original Message-----

Re: Video problem

microsoft.public.windowsxp.games: Re: Video problem

>>Hi Brad,
>>
>>There was a recent post by a gentleman who had a similar
>>albeit not identical problem. It turned out that his
> monitor was
> unable to handle the demands on it any longer.
>>
>>Try testing your system with another monitor.
>>
>>--
>>Cheers, Windows XP MVP
> Shell / User
>>Jimmy S.
> <http://mvp.support.microsoft.com>
>>
>>Game FAQs: [http://support.microsoft.com/default.aspx?](http://support.microsoft.com/default.aspx?scid=FH;[LN];gms)
> scid=FH;[LN];gms
>>Visit my Zone.com / Gaming Helpsite:
> <http://nibblesnbits.tk> or Call / Contact
>>MS Support at: [http://support.microsoft.com/default.aspx?](http://support.microsoft.com/default.aspx?scid=sz;en-us;top)
> scid=sz;en-us;top
>>My advice is donated "AS IS" without warranty; nor do I
> confer any rights.
>>
>>
>>"Brad in H-Town" <anonymous@discussions.microsoft.com>
> wrote in message news:459501c4c6c4\$941e4d40
> \$a401280a@phx.gbl...
>>> Hello - I have been trying to resolve this problem for
>>> days now by myself. I am hoping that by reaching out I
>>> will get some help.
>>>
>>> I have windows XP Professional installed. I recently
>>> updated to SP2. Everything appeared to be fine. I
>>> updated to DirectX 9.0c and then everything fell apart.
>>> Without touching the drivers for my Geforce3 TI500
> (old I
>>> know) my display has been trashed. I experience very
>>> heavy artifacts just running windows, at any
> resolution.
>>> I am NOT talking gaming here - that's not possible at
> the
>>> moment. The artifacts are worsened when scrolling or
>>> opening and closing apps (new form windows).
>>>
>>> I have tried every NVidia driver realeased in the last
> 18
>>> months. The only thing that works enough for me is to
>>> uninstall all NVidia drivers and just hit cancel at the
>>> new hardware found screen. Obviously this is not ideal
>>> since none of the card's graphics power is being used,
>>> gaming is nto going to happen, and the display is slow.
>>>
>>> DirectX 9.0c can not be uninstalled. No NVidia drivers
>>> work. Do I have to return to pre-SP2? I like the
>>> security features but this is killing my video
> abilities
>>> (= No fun being had and much lost time).
>>>
>>> Has anyone else reported problems going to DirectX 9.0c
>>> and SP2?
>>>

microsoft.public.windowsxp.games: Re: Video problem

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>>> Please help.  
>>>  
>>> Brad  
>>  
>>  
>>.  
>>
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