

Re: Graphic Freeze

Source:

<http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.games/2005-12/msg00201.html>

- *From:* "Jimmy S." <nosp@xxxxx>
 - *Date:* Thu, 29 Dec 2005 13:47:38 -0500
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Hi Minochimera,

I'm not aware of the 64 to 32 bit conversion issue that you were told about, perhaps the person who told you this could elaborate more. In the meantime, here are some of the most common causes for that type of issue...

Hardware issues can cause freezing, black screens and other errors. Also, your drivers should always be kept up to date.

Try the following steps one at a time to try and resolve the issue. I hope this helps. Please post back if you have any questions! :-)

1. Update DirectX and your Chipset, Sound, & Video Drivers:
For all Video / DirectX / Game and Hardware Issues, I have a Checklist of Solutions at: <http://NibblesNbitsVideo.tk>
2. Dust your fans, vents and components using a 1/4" paintbrush and a hose vacuum. Use compressed air for hard to reach places. Set a housefan to blow cold air into your case to expose an overheating issue.. If it works add more fans or replace defective ones. Use this Motherboard Monitor Utility: <http://mbm.livewiredev.com>
3. A faulty power supply can cause STOP errors, random reboots, and black screen lockups. One way to test for that is to check the wattage sticker on your power supply and then calculate your need http://www.jscustompcs.com/power_supply/ (Min. 350 for gaming)
4. Test your RAM using: <http://oca.microsoft.com/en/windiag.asp>

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Cheers, *Windows_XP_MVP_Shell/User*
Jimmy S. <http://mvp.support.microsoft.com>

Visit my MSN Zone.com and Gaming Help Site: <http://mvps.org/nibblesnbits>
MS Games Help and Support Center: <http://support.microsoft.com/?pr=gms>
My advice is donated "AS IS" without warranty; nor do I confer any rights.

Minochimera Wrote:

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| I keep getting a graphic freeze while playing World of Warcraft as well as
| sometimes during the general use of Windows XP Professional. I am using a
| GeForce 6600 GT on a PCI X16 bus. I was told this issue is due to some kind
| of 64 bit to 32 bit conversion or some sort and that a fix was released. I
| cannot find it anywhere and I've searched the knowledge base for it. Is
| there a fix at all?

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- *Follow-Ups:*
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