
WIN: Full "Hardware Acceleration" display issues

Posted by troy - 2003/10/16 21:44

On some systems, painting problems and mouse cursor drawing problems are observed when "Hardware Acceleration" is set to full acceleration. This may be partially caused by an unusual (but legal) way GO-Global UX creates cursor bitmaps in versions prior to version 2.1. Version 2.1 and later create Windows cursors in a more standard way to avoid this problem. Installing updated video drivers may also correct the problem.

To reduce your Hardware Acceleration level, move the "Hardware Acceleration" slider on the "Advanced" properties page, accessed from the "Settings" tab of the "Display Properties" control panel icon.

If reducing the level of Hardware Acceleration does not resolve drawing problems, it is likely that you have found a bug and should report your problem to support@graphon.com

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