
Subject: Re: Really Bad ATI 9800 pro probs
Posted by [DrasticDR](#) on Thu, 10 Nov 2005 23:14:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:A FIX THAT WORKED FOR ME AND A BUNCH OF OTHER PEOPLE!! READ ON!

Here we go folks, I've been having this problem for almost a year now with my computer (infinite loop and ati2dvag.dll reboot errors), and tried almost everything my mind could possible think of doing. I've tried every solution on this board, and every other board I could find relating to this file and to the infinite loop, with absolutely no success. I tried every driver package available, bios updates, agp chipset updates, every combination of every setting. I've tried reducing power usage in my computer, I've placed more power in my computer... I've added more fans and created an optimal cooling system in my computer. I made sure there were absolutely no IRQ conflicts, and nothing was using the same IRQ as my video card. I've tried with one stick of ram, with one in 1 and 3. I've tried disabling onboard sound, and putting in a soundblaster card. Nothing... I mean nothing, worked at all.

Until now! I found a solution, that has worked for me and a bunch of other people who have tested it for me.

So give it a try, perhaps it will work for you too. My computer has been working 100% since I made this change. There is a chance it could reduce the efficiency of your texture drawing with your video card... but I've tested it with :

Unreal Tournament 2004
Rise Of Nations
Neverwinter Nights
Doom 3
Max Payne 2
Transport Giant
and a bunch of older games....

Anyhow, no more wait, give this a shot :

Right click-mouse over My Computer
Properties
Hardware(Tab)
Device Manager(button)
Click [+] next to System devices
right-mouse on CPU to AGP Controller (or whatever your controller is called, mine was SiS AGP)
Update Driver(button)

Select Install from a list or specific location (Advanced)
Next(button)
Select Don't search. I will choose the driver to install.
Next(button)
Select PCI standard PCI-to-PCI bridge
Next(button)
Finish(button)

Reboot.

Please let me know how this works for you.
Good luck.

It sounds like you had the problem I had for over a year. My games would have artifacts and generally looked like crap with polygons "stretching" across the screen. The only difference is that my games would soon freeze with the sound looping.

Mine too was doing this because of overheating but I found this fix. My card has been fine ever since, with no artifacts or signs of overheating.

<http://www.techspot.com/vb/topic15393.html>
