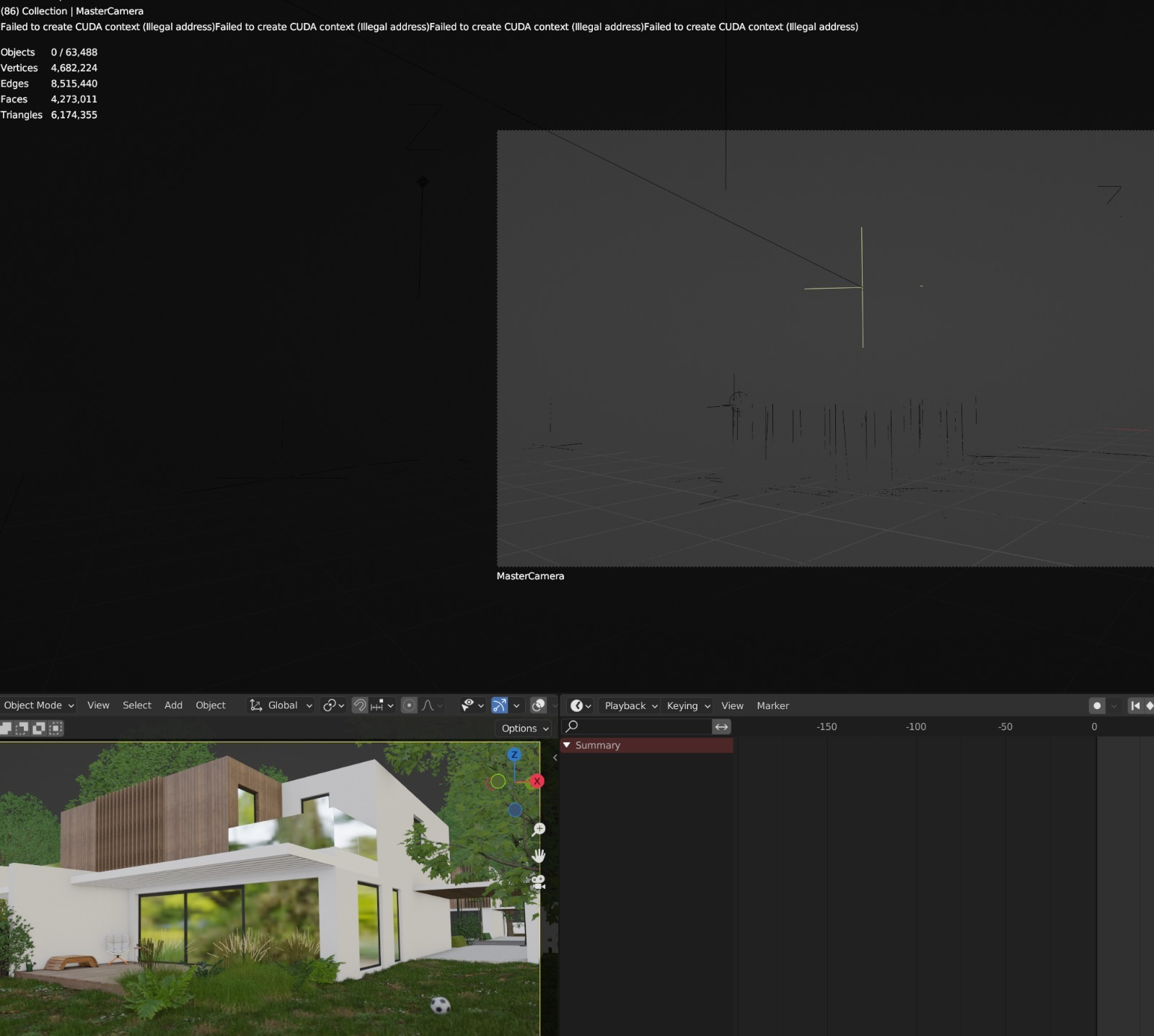
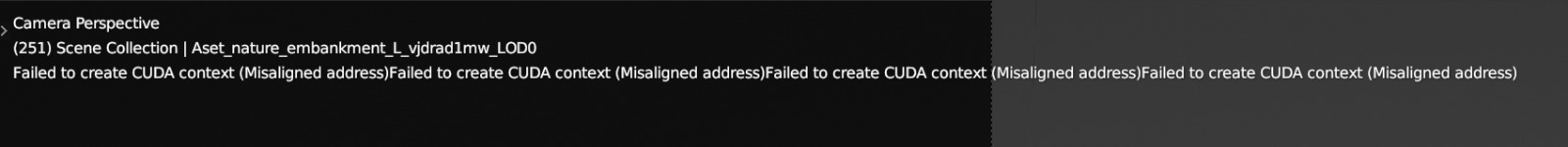
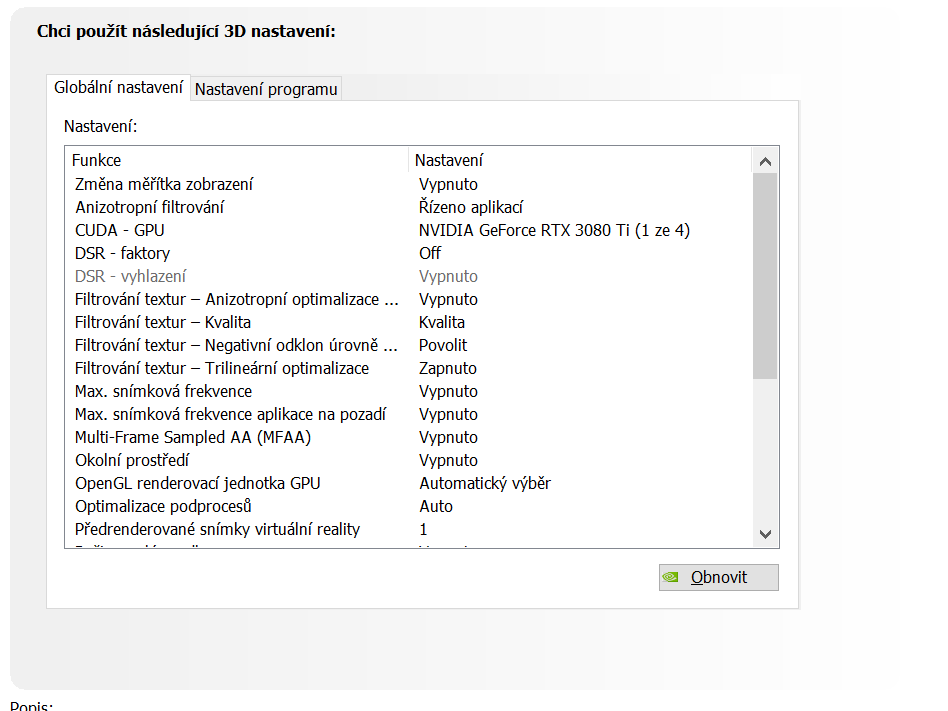
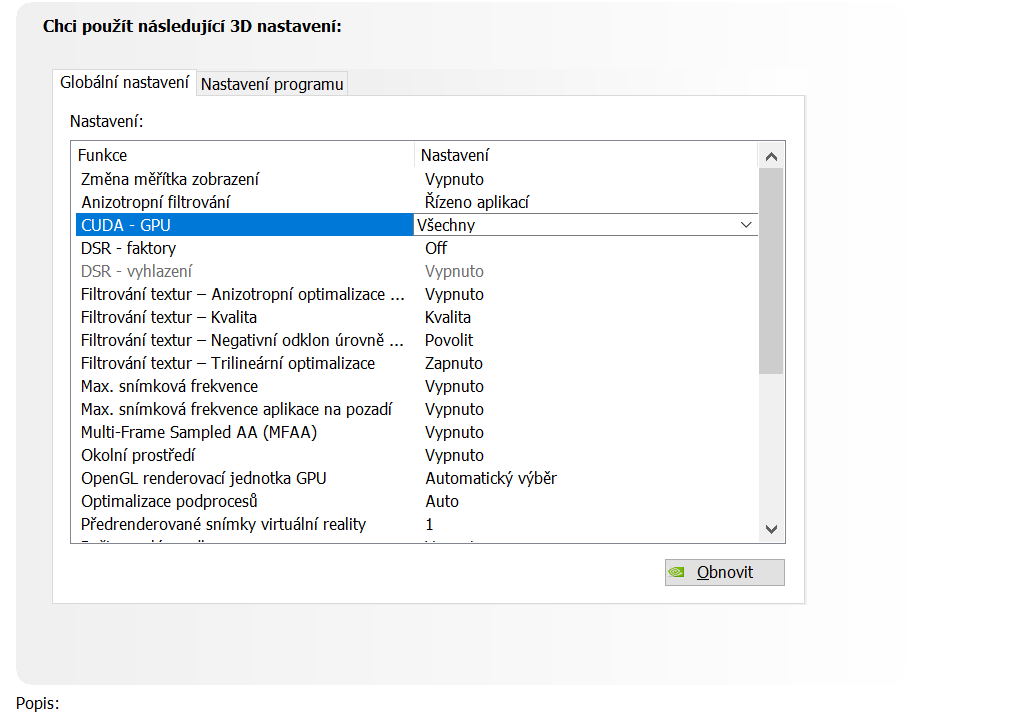
**Blender ERROR**

* T67350,T52572 CUDA error: Illegal address  
  CUDA Error - Failed to create CUDA context





**Tests performed:**

No matter whether there is **one** or **all** cards set up in NVIDIA CONTROL PANEL(the error occurs with both options) the error always occurs with the GPU no. 2.

**Tried and tested combinations for rendering:**

**FULL HD**

3 cards : time: **43 sec** (without GPU no. 2)

**active GPU for render --- 1.3.4**

**FULL HD test separately for one card**

1 Card (GPU1) ---- 1:26.81 sec

1 Card (GPU3) ---- 1:25:97 sec

1 Card (GPU4) ---- 1:25.82 sec

**1 Card (GPU2) --- ERROR**

4K

3 cards : time: 1:57.11 sec (without GPU no. 2)

**active GPU for render --- 1.3.4**

**NON-WORKING VARIANT** both for FULL HD and 4K  
cards indication:

**2**.--3.--4.

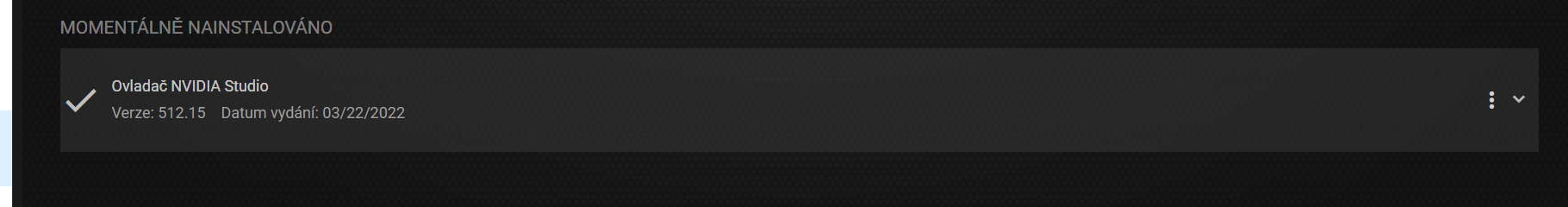
1.--**2**.--3

1.--**2**.--4

CARD WITH OCCURING ERROR

GPU 2: NVIDIA Geforce RTX 3080 ti

Nvidia driver: 512.15



Also tried:   
  
Uninstalling and re-installing of all Nvidia programmes and drivers alongside with Cuda (separately).  
  
Complete re-installing of the Blender and trying of various version of the software → 2.83. 2.9, 2.93. 3.0, 3.01. 3.12 → **The problem and the error at the GPU no. 2 stays always stays the same.**

We also tried adding some delay on restart of the graphic driver into registers → the error with the GPU no. 2 stays the same. But it seems to us that other GPU’s render in faster pace alongside the error.

→ https://www.youtube.com/watch?v=f6VW0KgCv4o

Hello,

I reach to you in a hope in finding a help for a problem that occurs when we use rendering engine Cycles.

The error states as: „CUDA error: Illegal address  
CUDA Error – Failed to create CUDA context.“

The error occurs during rendering preview, as well as during rendering itself.

It does not even matter how complex the rendered scene is. The error pops up with the basic cube.

**Tried and tested combinations for rendering:**

**FULL HD\_House\_scene**

3 cards : time: **43 sec** (without GPU no. 2)

**active GPU for render --- 1.3.4**

**Full HD\_House\_scene\_ test – separately on one card**

1 Card (GPU1) ---- 1:26.81 sec

1 Card (GPU3) ---- 1:25:97 sec

1 Card (GPU4) ---- 1:25.82 sec

**1 Card (GPU2) --- ERROR**

**Three cards render withnout any trouble in similar time lapses.**

So, the problem always occurs when the GPU no. 2 is active separately or combined with any other GPU.

But if we render in Octane or Vray, they seem to be working just fine.

Furthermore, the error occured after about a month and not a thing has been changed. Before, everything worked perfectly fine.

The error remains even after complete re-installing of the Windows and and the update of the BIOS.

Also tried:

Uninstalling and re-installing of all Nvidia programmes and drivers alongside with Cuda (separately).

Complete re-installing of the Blender and trying of various version of the software → 2.83. 2.9, 2.93. 3.0, 3.01. 3.12 → The problem and the error at the GPU no. 2 stays always stays the same.

We also tried adding some delay on restart of the graphic driver into registers → the error with the GPU no. 2 stays the same. But it seems to us that other GPU’s render in faster pace alongside the error.

→ https://www.youtube.com/watch?v=f6VW0KgCv4o

GPU’s 1, 3 and 4 are all connected in the same way and the GPU no. 2 is connected via PHANTEKS extending cabel on riser – 60 cm (manufacturer no. PH-CBRS\_PR60)

PC specifications:   
Motherboard ASRock TRX40 Creator / AMD TRX40 / 8x DDR4 / SATA III / USB / 10GLAN / M.2 / sc.sTRX4 / Wi-Fi / ATX

Processor AMD Ryzen Threadripper 3960X (24 cores, 48 threads, 3.8 GHz (TDP 280W), Boost 4.5 GHz, 128MB L3 cache, socket AMD TRX4, Castle Peak, no cooling)

4×GPU:

MSI NVIDIA GeForce RTX 3080 Ti, 10240 CUDA PCIe x16 4.0, 1× HDMI, 3× DisplayPort, 12GB GDDR6X, 384bit memory bus, frequency 1665 MHz (boost), active cooling

Could you be able to help us in finding and solving the problem, please?

Thank you very much

Kindest regards,