Subject: bug in systime(1) on IDL 5.2 Linux/Intel?
Posted by woodford on Tue, 23 Feb 1999 08:00:00 GMT

systime(1) on IDL 5.2 Linux/Intel seems to always yield whole numbers.
For instance,

print, systime(1) - long(systime(1))

always returns 0.0000... In contrast, this statement returns various
fractions in IDL 5.2 WinNT/Intel and IDL 5.0 Mac. Has anyone else
observed this behavior? It wreaks havoc with trying to use time_test3 and
graphics_times3 for benchmarking.

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