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Subject: Re: bug in systime(1) on IDL 5.2 Linux/Intel?  
Posted by [J.D. Smith](#) on Mon, 01 Mar 1999 08:00:00 GMT  
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Ivan Zimine wrote:

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>
> I have the same behavior...
>
> IDL> print, !version
> { x86 linux unix 5.2 Oct 30 1998}
> IDL> t=systime(1) & f=dialog_pickfile() & print, systime(1)-t
> 3.0000000
> IDL> t=systime(1) & f=dialog_pickfile() & print, systime(1)-t
> 1.0000000
> etc 10 times
>
> Couldn't get any fractional part. I doubt that my internal timing is so
> perfect.
>
> "Woodford, Paul" wrote:
>>
>> 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 wrecks havoc with trying to use time_test3 and
>> graphics_times3 for benchmarking.
>>
>> --
>> Paul Woodford
>> woodford@essexcorp.com
>
> --
> Ivan Zimine
> Dpt. of Radiology (MRI), Geneva University Hospitals
> email: ivan.zimine@physics.unige.ch
> tel. : (+41 22) 372 70 70
```

This is a known bug, and has been reported. A consequence of this I must delay a 2nd generation idl speed survey. Without accurate timing information, this is useless on affected architectures. I guess we'll just have to wait for 5.2.1.... (and even then I'll have to code around this brokenness :{ ).

JD

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J.D. Smith                   |\*|    WORK: (607) 255-5842  
Cornell University Dept. of Astronomy   |\*|           (607) 255-6263  
304 Space Sciences Bldg.               |\*|    FAX: (607) 255-5875  
Ithaca, NY 14853                   |\*|

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