Subject: Re: Postscript plots squished and a plot tick problem.
Posted by Grady Daub on Fri, 02 Jul 1999 07:00:00 GMT
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Yeah. I figured that. I was going for a more philosophical answer. :-)

I've now changed my code to reflect floating-point math and it works
swell.
Now, I'll remember to keep track of that sort of thing.

I think that remembering if something is going to be float or integer or
whatever may run a close second to "device, decomposed=0" for IDL
programming tip of the year.

David Fanning wrote:

> Grady Daub (gadZOOKS8371@garnet.acns.fsuMMER.edu) writes:
>
>> I've found the evil badness that has caused all this pain.
>>
>> It is:
>>
>> In real life,   1/4 = 0.25
>>   In IDL,   1/4 = 0
>
> Integer arithmetic, would be my guess. :-)
>