
Subject: Re: Log axes using object graphics
Posted by [Brad Gom](#) on Fri, 23 Jun 2000 07:00:00 GMT
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Hi Ben,

thanks for the test. It turns out that the problem is a divide by zero error in the object graphics code, caused when there is only one major tick mark in the range. "Floating illegal operand" doesn't show up on my PC, but it hints at the problem.

Here is the reply I got from Karl at RSI:

> It is a bug in IDL 5.3.
>
> When you change the range so that only one tick is needed on the axis,
> the bug shows up. There is a div by 0 problem in there and the code
> goes into an infinite loop.
>
> I'll open a bug report for you.
>
> As a work-around, you might try specifying MAJOR=2 to force two ticks
> on the axis. I tried this in your program and got really nice
> results.
>
> Happily, the problem does not occur in IDL 5.4. I've changed much of
> the axis support for another reason and apparently exorcised this
> gremlin in the process.

>
Thanks

Brad
