Hi,

I am trying to write a simple IDL wrapper for FFTW v3 and ran into some
unexpected problems. The problem is that fftw_execute crashes IDL with a
floating point exception almost every time the data contains anyting else
but (complex) 0s. There are a few exceptions: if I set one point in the
center of my data to a complex value different from 0 it works. The code
is pretty much the same as in the tutorial except for some routines
importing data from IDL and the fact that I use fftw_plan_dft instead of
the one dimensional version.

Btw. I have "ported" my code to FFTW v2 and it works perfectly. I am
hoping to gain some speed improvements by using FFTW v3 (a pure C program
that I've written to test FFTW v3 is extremely fast).

Does anyone have some ideas?

My system is a
  * Debian Linux with a 2.6.7-1-686-smp kernel
  * on a Pentium 4 (3GHz, hyperthreading)
  * IDL v 6.0

Regards,
  Stephan