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Subject: Re: IDL 6.1 EPS error

Posted by [Karl Schultz](#) on Fri, 29 Oct 2004 14:43:10 GMT

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"Michael Wallace" <mwallace.no.spam@no.spam.swri.edu.invalid> wrote in message news:10o2odm89ncav58@corp.supernews.com...

>> I will try out this solution. It'll take me a few minutes to find all

>> the places in my code where I use empty strings.

>

> Well, I tried replacing my empty strings with ' ' strings and there are

> no longer nan values in the EPS. Everything appears to work okay. I

> did happen to notice that the underflow error is still present in

> IDLgrClipboard -> draw, but it doesn't seem to cause any problems.

>

> % Program caused arithmetic error: Floating underflow

Yes, I've seen this. As you probably know, it is not a serious problem, because the underflow just indicates a loss of precision, and the true value is closely approximated by zero.

I tried once to track this down and ended up thinking that the actual underflow is occurring in Mesa, which is the OpenGL-like library we use to produce the vector output. There are gobs of floating point math going on inside of Mesa, and IDL is just reporting the underflow state after a fairly long sequence of calls into Mesa. I'll have another look for next release.

Karl

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