Subject: Re: IDL 6.1 EPS error
Posted by Michael Wallace on Wed, 27 Oct 2004 22:37:54 GMT

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> Are there any text objects that contain empty text strings in your scene?

Yes. I know I do this.

> The problem you describe would happen only if a null text string was
> processed by the vector output module as the first text string it
> encountered. Remember, "first", means after depth sorting, so it may be
> hard to figure out exactly what text object is involved.
>
> The first thing I'd do is make a quick check for empty text strings in your
> program, and just for now, set them to ' ' or something to see if the
> problem goes away. Once you have verified that this is the cause, a better
> solution is close at hand. Remember to consider text strings in axis
> objects, both tick text and title text. It is not unusual for some
> applications (like iTools) to create a text object with an empty string and
> use it to set the IDLgrAxis TITLE property, thinking that it will come back
> later and change the text without having to see if there was an object there
> first.

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.

> This bug is fixed in 6.1.1.

Cool. Any word on when 6.1.1 will be out or is it a "few weeks"? ;-)

-Mike