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Subject: Re: IDL 6.1 EPS error  
Posted by [Karl Schultz](#) on Wed, 27 Oct 2004 22:32:35 GMT  
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"Mark Hadfield" <m.hadfield@niwa.co.nz> wrote in message  
news:clp1nk\$uju\$1@newsreader.mailgate.org...

> Michael Wallace wrote:

>>> I haven't yet confirmed what is causing the problem, but it may be  
>>> related to the text I'm using. I have been able to successfully  
>>> create EPS files of axes and plot data, but without text. As soon as  
>>> text gets added, it seems that the arithmetic errors start showing up  
>>> the the EPS files become corrupt.

>>

>>

>> Well, I just created an EPS with text and it's fine. There must be  
>> something really specific I'm doing wrong. I would post my code, but  
>> right now it's spread over many files and functions.

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

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.

>

> IDL 6.1 has some significant bugs in its EPS output. (I don't think the  
> behaviour you have described resembles any of the bugs I am aware of,  
> but still...) I understand these are to be fixed in 6.1.1, which was  
> announced by email on 2 October as a fix for problem in "reading  
> non-finite data in IDL 6.1", but will also fix a few other problems. It  
> is to be released in "a few weeks".

This bug is fixed in 6.1.1.

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