
Subject: Re: Floating divide by 0

Posted by [Michael Wallace](#) on Fri, 16 Sep 2005 19:17:37 GMT

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>> The problem is with my RETAIN keyword in the IDLgrWindow. I was using
>> RETAIN=0 (the default) and when I have changed to RETAIN=1 (software)
>> is ok.

>>

>> :(

>>

>> More ideas ?

>>

>

> Hello boy, I think you want to say RENDERER instead RETAIN, no?

What kind of system are you using? If you have a problem with the RENDERER set to 0 (hardware), you might have certain graphics libraries missing or a driver that doesn't have exactly what IDL needs. Put another way, it's an issue with libraries and drivers on your system, not IDL.

I ran into RENDERER problems on another system, a Linux box from a year or so ago. I had to set LD_ASSUME_KERNEL and couple other crazy environmental variables and then I was finally able to get things to work as they should have.

-Mike
