
Subject: Re: Floating divide by 0
Posted by [Karl Schultz](#) on Fri, 16 Sep 2005 19:30:30 GMT
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On Fri, 16 Sep 2005 20:56:36 +0200, Antonio Santiago wrote:

> Antonio Santiago wrote:
>> Oh, my God.
>>
>> 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?

When a problem like this goes away by switching from hardware to software rendering, it is very likely caused by a display driver problem, most likely in the OpenGL drivers.

You might want to check for a driver update from your card manufacturer.

The exceptions are getting generated in the OpenGL driver code called by IDL and the IDL exception handlers are noticing the exceptions and reporting them.

Karl
