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Subject: Re: 1e38 limit?

Posted by [Chris\[6\]](#) on Fri, 27 Feb 2009 17:39:42 GMT

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The overflow, by itself, shouldn't result in an infinite process - idl should just complain about floating point overflow maybe.

What COULD be happening is that you have a loop in your code. You are using a floating point value as the loop variable, and incrementing it by a number much smaller than itself. When that happens, there isn't enough precision to store the difference between the numbers before and after increment, and the loop variable stays the same forever. It's actually a floating point UNDERFLOW.

Maybe? any floating point loops?

chris

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