Karl writes:

> The floating point errors are likely coming from your Windows display
> driver, probably the OpenGL modules. It would be worth checking with
> the card vendor for an update.

Well, these drivers can't be more than a week old, but
I'll check. ;-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")