
Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics

Posted by [Karl\[1\]](#) on Fri, 11 Dec 2009 18:36:13 GMT

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On Dec 11, 10:17 am, David Fanning <n...@dfanning.com> wrote:

```
> David Fanning writes:
>> OK, this turns out to be a problem with the RETAIN=2
>> keyword on the Draw Widget. For some reason, with
>> IDL maintaining the backing store on 64-bit Windows
>> versions, an error is thrown. I'll report it to ITTVIS.
>
> One more update. I can fix this problem in either of
> two ways. I can use software rendering instead of
> hardware rendering, which fixes it for *me* if not
> for the rest of the world. Or, I can do my own backing
> store by using EXPOSE events. This is how I used to do
> all my object graphics programs and the code is already
> in place to do this, so this is how I'll fix this.
>
> I'm told this kind of exception is extremely common
> with hardware rendering of object graphics code. So
> much so, that a great deal of code exists that turns
> off exception handling when calling the Draw method
> on IDLgrWindows. (Perhaps the reason we don't see the
> problem in iTools. :-)
>
> PRO CallDrawMethodWithoutErrors, thisWindow, thisView
>
>   exceptSave = !Except
>   !Except = 0
>   thisWindow-> Draw, thisView
>   dummy = Check_Math()
>   !Except = exceptSave
>
> END
>
> 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.")
```

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.
