
Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics
Posted by [David Fanning](#) on Fri, 11 Dec 2009 16:38:15 GMT
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Kenneth P. Bowman writes:

> On Mac OS X, iTools windows spew floating point errors when
> multiple monitors are involved. All I have to do is move the
> mouse around in the window. It does not seem to matter whether
> RETAIN is set to 2 or 1.
>
> I thought this was probably an X-Windows problem, but perhaps
> it is IDL.

Have you tried software rendering? This is the solution
I think I am going to adopt because I see I switched from
using EXPOSE events originally because of undocumented
changes in XManager that caused EXPOSE events to not be
handled correctly in blocking widgets. Sigh...

Now I am setting the RENDERER keyword to 0 on my
draw widget. That also seems to fix the problem for
me. I've left all the possible solution code in the
program so the user can choose his own poison.

I'll say this, that Python book is creeping closer and
closer to the place where I do all my work.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
