
Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics
Posted by [Kenneth P. Bowman](#) on Fri, 11 Dec 2009 16:11:14 GMT
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In article <MPG.258c1a74d1df8daa989699@news.giganews.com>,
David Fanning <news@dfanning.com> wrote:

- > 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.

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 though this was probably an X-Windows problem, but perhaps
it is IDL.

Ken
