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

Posted by [David Fanning](#) on Fri, 11 Dec 2009 16:00:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning writes:

> I had occasion this morning to run FSC_SURFACE on my
> new Windows 64-bit OS (IDL 7.1 and 7.1.2) and both
> throw NUMERIOUS floating illegal operand errors when
> I rotate the surface. Nothing like this happens in
> my old Windows 32-bit OS (IDL 7.1). Has anyone else
> noticed this?

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.

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.")
