
Subject: Re: Arithmetic Errors Windows 64-bit Object Graphics
Posted by [Kenneth P. Bowman](#) on Thu, 17 Dec 2009 21:04:53 GMT
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In article <hgcof3\$3sok\$1@zam602.zam.kfa-juelich.de>,
Reimar Bauer <R.Bauer@fz-juelich.de> wrote:

> Kenneth P. Bowman schrieb:
>> In article <MPG.258c234f2f5d9cd298969b@news.giganews.com>,
>> David Fanning <news@dfanning.com> wrote:
>>
>>> 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.
>>>
>>> Cheers,
>>>
>>> David
>>
>> I still see the problem when I do
>>
>> isurface, dist(50), renderer=1
>>
>> but it only happens when using multiple monitors, so I think
>> it is a Mac X-Windows bug.
>>
>> Also, I only do 3-D graphics when I want to interact with the plot
>> (rotate, etc.). 3-D is largely useless otherwise (at least for
>> my purposes). Hardware rendering is necessary to get reasonable
>> speeds for the complex volumes and surfaces that we render.
>>
>> Cheers, Ken
>
> OMG
>
> that problem may not only related to graphics output functions.
>
> please request on your bug report a unit test program which we can use
> to verify this bug on other systems. And not only a fix.
>
> cheers

> Reimar

Hi Reimar,

I'm not sure what you are asking.

All that is necessary to generate floating-point errors is

1. Have an external monitor attached to my MacBook Pro.

2. Run

```
IDL> isurface, dist(50)
```

3. Rotate the resulting surface. If I drag the X-Window to the external monitor, it generates floating-point errors when I merely move the mouse around inside the window.

Ken
