
Subject: Re: the problem for GPULIB+IDL

Posted by [Michael Galloy](#) on Tue, 07 May 2013 19:58:56 GMT

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On 5/7/13 12:13 PM, David Fanning wrote:

> Michael Galloy writes:

>

>> And, of course, what are the errors given when you run several demos or
>> run the transform3d demo? Please include exact output.

>

> What's going on this week!? I've already gotten several e-mails saying
> something like this: "Your color bar routine is broken. How can I fix
> it?" No code, no clues, no indication its even my code! Sheesh!

>

> Cheers,

>

> David

>

> P.S. Turns out, of course, cgColorbar was being called "all wrong".

> What's the chance we can get that Three Stooges clip "No no no, you're
> doing it ALL WRONG!" built into IDL so we can just send that out?

Well, I had hopes that I could blame the graphics card, but it looks
like I will have to actually find out what is going on.

Mike

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Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)

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