Subject: Re: FG-arithmetic error and moving objects
Posted by Helder Marchetto on Tue, 03 Mar 2015 13:39:54 GMT
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On Tuesday, March 3, 2015 at 2:10:36 PM UTC+1, Matthew Argall wrote:
> After a .reset, I copy-pasted your code and got similar errors, but from the IDLitSymbol object. The error occurs always when I select the image (mouse motion events cause the error), but do not occur for the circle unless I drag it over to the edge of the window (which was hard to do).
>
>
> % Program caused arithmetic error: Floating divide by 0
> % Program caused arithmetic error: Floating illegal operand
> % Detected at IDLITSYMBOL::DRAW   1
/Applications/exelis/idl82/lib/itools/components/idlitsymbol __define.pro
>
>
> The only thing I can image that causes this are the symbols that indicate where stretches and rotates can occur when a graphic is selected. Perhaps the smallness of these symbols within the data space causes the errors?
>
>
> As for the other items,
>
> 1) I cannot move the circle unless the mouse is near the outlining selection border
> 2) I cannot translate the line at all using the mouse (although I can with the Translate method).
>
>
> IDL> help, !version
> ** Structure !VERSION, 8 tags, length=104, data length=100:
>   ARCH   STRING   'x86_64'
>   OS   STRING   'darwin'
>   OS_FAMILY   STRING   'unix'
>   OS_NAME   STRING   'Mac OS X'
>   RELEASE   STRING   '8.2'
>   BUILD_DATE   STRING   'Apr 10 2012'
>   MEMORY_BITS   INT   64
>   FILE_OFFSET_BITS
>   INT   64

Hi,
maybe at the end of the init method of idlitsymbol__define.pro one should change the line:

    ; Mac sometimes throws floating underflows...

to:

    ; Mac and windows sometimes throw floating underflows, or floating overflow...

Cheers, Helder