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Subject: Re: FG-arithmetic error and moving objects  
Posted by [David Fanning](#) on Tue, 03 Mar 2015 14:00:11 GMT  
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Helder writes:

- > Now the problems:
- > 1) If I select the circle (blue data) and I try to move it, I can only do that for specific mouse positions. These positions are not consistent with the line. Is this a feature or a bug?
- > 2) I cannot move the line at all except if I try to rescale it. Is this a feature or a bug?
- > 3) With the above code I get inconsistent math error messages that I cannot pin down to a specific operation.

As I pretty much expected, your example doesn't work at all in the version of IDL (8.2.3) I have. On the other hand, it doesn't throw errors when I move the mouse. ;-)

What it does do, and this made me think I was either going crazy or the coffee was especially strong this morning, is cause faint (you might say subliminal) yellow copies of the circle to appear at random locations in the window, even when I stop moving the mouse! It is one of the damndest things I've ever seen in IDL. :-)

Oh, now as I stare at the window, I occasionally see a cyan version of the line popping into momentary existence, too. This must be what it is like to chase subatomic particles in a bubble chamber. I thought at first this must have something to do with my glasses, but it happens when I hold my head completely still. It is like a memory of the two objects flickering into and out of existence. Fascinating!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thue. ("Perhaps thou speakest truth.")

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