
Subject: Re: FG-arithmetic error and moving objects
Posted by [Helder Marchetto](#) on Tue, 03 Mar 2015 20:06:21 GMT
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> I do see the problems that you describe (but, as Matthew, from the IDLitSymbol object), and further: if I resize the red line, then things change, and we're now in a 3-D world. I can grab the image and end up rotating the whole space around. What is also revealed then is that the red line is no longer on the Z=0 plane. At the command line (I just pasted the lines from your procedure in there), I can do this:

>
> (before resizing red line)
> IDL> pl.getdata,xx,yy,zz
> IDL> print,xx,yy,zz
> 125.00000 375.00000
> 125.00000 375.00000
> 0.00000000 0.00000000

>
> (after resizing red line)
> IDL> pl.getdata,xx,yy,zz
> IDL> print,xx,yy,zz
> 125.00000 414.00000
> 125.00000 180.00000
> 0.00000000 1.7147294

>
> That's odd, but it explains why we can suddenly rotate the space. And it's then hard to do any of the usual things with the annotations, and that's when I start seeing the arithmetic errors. (It's a good thing Ctrl-Z works at this point to Undo changes... quite dependably, but not perfectly, I find)

>
> And to David: I'm going to guess that what you're seeing is yellow complementary afterimages. (it's all in your head! :-). Since the world is suddenly interested in our visual system this past week, I'll toss out this barely-relevant (but fascinating) link:

> https://en.wikipedia.org/wiki/Lilac_chaser

>
> Cheers,
> -Dick
>
> Dick Jackson Software Consulting Inc.
> Victoria, BC, Canada --- <http://www.d-jackson.com>

Hi Dick,

we've got that bug of the 2d->3d when resizing a line a few days ago:

<https://groups.google.com/d/msg/comp.lang.idl-pvwave/fmtuiHN031M/m1tNLK1YJQUJ>

or if you prefer:

<http://idl.marchetto.de/bug-and-fix-for-a-2d-image-with-a-line-rotates-in-3d/>

Thanks to Chris @ Exelis the fix was pretty easy and came quickly!

Cheers,
Helder

PS: looks like I got a FG-bug-magnet under my keyboard... I just keep on bumping onto these sort of stuff.
