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Subject: Re: Plot [snip!] feature (was: Re: Plot bug or another "strange feature" ?)  
Posted by [Karl Schultz](#) on Wed, 17 May 2000 07:00:00 GMT

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Liam E.Gumley wrote in message <3922A1F4.12492C45@ssec.wisc.edu>...

> Nicolas Decoster wrote:

> [stuff deleted]

>> I agree with you, my double precision data are beyond the boundaries of

>> the plot procedure. I think the real issue here is: "is the float

>> conversion is a good choice". It is the RSI choice and it is ok in most

>> case. It just does not fit my particular need. But a choice can't fit

>> all needs. Ok. Perhaps some other RSI choices will fit some of my needs

>> (\*). Let's follow the "no exception" strategy suggested by David.

>

> FYI: Don't quote me, but I hear that the low-level plotting routines are

> modified to use double precision by default in IDL 5.4.

Posted to this newsgroup on 3/10/2000:

I am happy to say that in IDL 5.4, scheduled for release this summer,  
will have support for

displaying double precision values in both Direct Graphics and Object  
Graphics. In the case

of Direct Graphics, extensive work has been done to prevent IDL from  
converting incoming

data to single precision values. The work in Object Graphics addressed  
the limitations of

OpenGL accepting only single precision values for input.

This support should address some of the problems discussed in the "strange  
feature" thread, like the "stairstep" plot generated when trying to plot a  
straight line using values that are right at the limits of single precision  
floating point.

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Subject: Re: Plot [snip!] feature (was: Re: Plot bug or another "strange feature" ?)  
Posted by [davidf](#) on Wed, 17 May 2000 07:00:00 GMT

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Nicolas Decoster (Nicolas.Decoster@Noveltis.fr) writes:

> (\*) Well, it already hapenned, of course. IDL offers lots of intersting

> things, otherwise I would not be using it and talk about it.

Amen to that!

And it's nice to have you join our little band, Nicolas. Welcome. :-)

Cheers,

David

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