
Subject: debug IDL DLM in Visual C++

Posted by [xje4e](#) on Sat, 16 Feb 2002 22:33:24 GMT

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As Richard Younger and Gert suggested last time, we can specify the IDLDE executable through
project->settings->debug: fill in idl_path\idl32.exe

But in my IDL program, I use some ENVI functions, so I use IDL in ENVI environment, actually the executable this time should be:
D:\RSI\ENVI34\IDL54\bin\bin.x86\idlde.exe -minimized
@"D:\RSI\envi34\bin\envi.run"

But how can I set executable including parameters in Visual C++? If I set it as
D:\RSI\ENVI34\IDL54\bin\bin.x86\idlde.exe -minimized
@"D:\RSI\envi34\bin\envi.run", VC can not recognize it.

Any suggestion will be appreciated!

Julia Jin

Subject: Re: Debug

Posted by [David Fanning](#) on Thu, 08 Dec 2005 18:46:47 GMT

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ChiChiRuiz@gmail.com writes:

> I've been using a procedure for analysing image data (developed in
> house). However, when I run the procedure, sometimes I get the
> message:
> Program caused arithmetic error: Floating divide by 0
> Program caused arithmetic error: Floating illegal operand
>
> but sometimes I don't. What is a good way to debug in this situation
> where I have no idea what's causing "dividing by 0"? Any comment is
> appreciated!

Set !Except=2 and run your program. You will get an error now when it happens instead of a message.

Cheers,

David

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David Fanning, Ph.D.

Subject: Re: Debug
Posted by [Paul Van Delst\[1\]](#) on Thu, 08 Dec 2005 18:46:54 GMT
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ChiChiRuiz@gmail.com wrote:

> Hi,
>
> I've been using a procedure for analysing image data (developed in
> house). However, when I run the procedure, sometimes I get the
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> where I have no idea what's causing "dividing by 0"? Any comment is
> appreciated! Thanks.

Have a look at the !EXCEPT system variable. That should help debug this sort of thing.

paulv

--

Paul van Delst
CIMSS @ NOAA/NCEP/EMC

Subject: Re: Debug
Posted by [ChiChiRuiz@gmail.com](#) on Thu, 08 Dec 2005 21:58:39 GMT
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Thanks a lot, the error was generated because I was using "linfit".
Thanks for the help!

=)
