
Subject: IDL and FFTW 3

Posted by [Stephan\[1\]](#) on Wed, 01 Sep 2004 12:22:59 GMT

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Hi,

I am trying to write a simple IDL wrapper for FFTW v3 and ran into some unexpected problems. The problem is that `fftw_execute` crashes IDL with a floating point exception almost every time the data contains anything else but (complex) 0s. There are a few exceptions: if I set one point in the center of my data to a complex value different from 0 it works. The code is pretty much the same as in the tutorial except for some routines importing data from IDL and the fact that I use `fftw_plan_dft` instead of the one dimensional version.

Btw. I have "ported" my code to FFTW v2 and it works perfectly. I am hoping to gain some speed improvements by using FFTW v3 (a pure C program that I've written to test FFTW v3 is extremely fast).

Does anyone have some ideas?

My system is a

- * Debian Linux with a 2.6.7-1-686-smp kernel
- * on a Pentium 4 (3GHz, hyperthreading)
- * IDL v 6.0

Regards,
Stephan
