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Subject: IDL 6.1 EPS error

Posted by [Michael Wallace](#) on Wed, 27 Oct 2004 17:08:36 GMT

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I had some code which I wrote a while back against IDL 6.0 which would save an object graphics view to an EPS file. Everything worked just fine with 6.0. Now when I run the same code with IDL 6.1, I see the following errors.

```
% Program caused arithmetic error: Floating underflow
% Program caused arithmetic error: Floating illegal operand
```

These errors are only present when I use the /VECTOR flag on the IDLgrClipboard -> Draw command. Of course, I can leave off /VECTOR and everything works fine, but that's a less than ideal solution since part of the reason of using EPS was to take advantage of the vector format (much smaller, much cleaner). Besides the errors, the EPS file created with /VECTOR is corrupt. When I try to open the EPS with GhostScript, I see the following error.

```
Error: /undefined in nan
```

I haven't yet confirmed what is causing the problem, but it may be related to the text I'm using. I have been able to successfully create EPS files of axes and plot data, but without text. As soon as text gets added, it seems that the arithmetic errors start showing up the the EPS files become corrupt.

I'll do some more tests to see if I can determine what it is that causes this problem, but in the meantime, has anyone else seen this or experienced anything like it? I can't find anything in RSI's techtips -- the closest was a techtip about corrupt PS files in direct graphics.

-Mike

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