
Subject: Re: Floating divide by 0
Posted by [Antonio Santiago](#) on Fri, 16 Sep 2005 18:55:27 GMT
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Oh, my God.

The problem is with my RETAIN keyword in the IDLgrWindow. I was using RETAIN=0 (the default) and when I have changed to RETAIN=1 (software) is ok.

:(

More ideas ?

--

Antonio Santiago Piñerez
(email: santiago@grahi.upc.edu)
(www: <http://www.grahi.upc.edu/santiago>)
(www: <http://asantiago.blogspot.org>)

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Universitat Politècnica de Catalunya

Subject: Re: Floating divide by 0
Posted by [Antonio Santiago](#) on Fri, 16 Sep 2005 18:56:36 GMT
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Antonio Santiago wrote:

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Hello boy, I think you want to say RENDERER instead RETAIN, no?

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Subject: Re: Floating divide by 0
Posted by [Antonio Santiago](#) on Fri, 16 Sep 2005 18:57:24 GMT
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I think this is the most stupid thread in the lie of IDL news group XD

--

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Subject: Re: Floating divide by 0
Posted by [David Fanning](#) on Fri, 16 Sep 2005 19:02:32 GMT
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Antonio Santiago writes:

> I think this is the most stupid thread in the lie of IDL news group.

Oh, no. Far from it! :-)

Cheers,

David

P.S. Let's just say the "Backing Store" thread is in the top 10.

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Subject: Re: Floating divide by 0

Posted by [Michael Wallace](#) on Fri, 16 Sep 2005 19:17:37 GMT

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> Hello boy, I think you want to say RENDERER instead RETAIN, no?

What kind of system are you using? If you have a problem with the RENDERER set to 0 (hardware), you might have certain graphics libraries missing or a driver that doesn't have exactly what IDL needs. Put another way, it's an issue with libraries and drivers on your system, not IDL.

I ran into RENDERER problems on another system, a Linux box from a year or so ago. I had to set LD_ASSUME_KERNEL and couple other crazy environmental variables and then I was finally able to get things to work as they should have.

-Mike

Subject: Re: Floating divide by 0

Posted by [Karl Schultz](#) on Fri, 16 Sep 2005 19:30:30 GMT

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On Fri, 16 Sep 2005 20:56:36 +0200, Antonio Santiago wrote:

> Antonio Santiago wrote:

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> Hello boy, I think you want to say RENDERER instead RETAIN, no?

When a problem like this goes away by switching from hardware to software rendering, it is very likely caused by a display driver problem, most likely in the OpenGL drivers.

You might want to check for a driver update from your card manufacturer.

The exceptions are getting generated in the OpenGL driver code called by IDL and the IDL exception handlers are noticing the exceptions and reporting them.

Karl
