Subject: NaN Magic Bingo!
Posted by Mort Canty on Thu, 15 Nov 2007 20:28:47 GMT
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Peter Mason schrieb:
 > I'll add four cents to the kitty.
 >
 > .....
 > I have noticed a rare floating-point bug with CISCO VPN Client
version > 4.x.
 > With this client running and connected, I get the occasional
 >floating-point
 > corruption in my program.   (A regular app, not some kind of network
 > thing.)
 > I'm pretty sure it's caused by VPN client although I don't know
 >exactly how.
 > My program is all in C - no IDL - but I would expect the same thing
 >applies
 > to any code that gets stuck into a serious amount of FP calculations.
   >The problem seems fixed in CISCO VPN client version 5.
 >
 > Peter
 >
 >

It was the CISCO VPN client! Thank you Peter. That was the best four
cents I ever got! If you're ever anywhere near the town of Juelich,
Germany, let me know. I owe you a big, cold, German beer.

Mort

PS. CISCO -> The Cisco Kid (50's radio) -> Mexico -> Coyote ... David
was right, as usual.

Subject: Re: NaN Magic Bingo!
Posted by Peter Mason on Mon, 19 Nov 2007 21:07:04 GMT
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Reimar Bauer wrote:
<...>
> Dear Peter
>
> thanks for pointing this out. Do you have knowledge on which platforms
> this trouble occure. Does the cisco code affect all platforms.
>
> cheers
> Reimar

Hi Reimar,

We only have Windows PCs here these days so I haven't tried it out on a Mac
or such.   I've seen the bug occur with two different versions of CISCO VPN
Client 4.x, on Windows XP Professional and probably 2000.   I haven't tried
Vista or checked out hardware (different CPUs).   I have a hunch that the
bug is Intel-specific (e.g., the MMX registers sharing the same space with
the floating-point stack is always a worry) but I don't have anything to
support this hunch.   I stopped worrying about it, really, when I couldn't
repeat the bug in VPN Client version 5.

Cheers
Peter