
Subject: Arithmetic Errors Windows 64-bit Object Graphics
Posted by [David Fanning](#) on Fri, 11 Dec 2009 15:05:55 GMT
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Folks,

I had occasion this morning to run FSC_SURFACE on my new Windows 64-bit OS (IDL 7.1 and 7.1.2) and both throw NUMERIOUS floating illegal operand errors when I rotate the surface. Nothing like this happens in my old Windows 32-bit OS (IDL 7.1). Has anyone else noticed this?

The error is coming from the line that draws the object graphics view:

```
thisWindow -> Draw, thisView
```

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
