
Subject: Floating overflow error in FG

Posted by [Helder Marchetto](#) on Mon, 03 Nov 2014 20:23:59 GMT

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Hi,

sorry, but I can't reproduce the problem in a functional manner. I've a widget_window with an image(), polyline() and polygon() inside. I'm declared the window using the command:

```
drawWin = widget_window(col1Timer, xsize=drawSize[0], ysize=drawSize[1],
mouse_motion_handler='eav_MouseMotion', mouse_down_handler='eav_MouseDown',
mouse_up_handler='eav_MouseUp', mouse_wheel_handler='eav_MouseWheel',
keyboard_handler='eav_Keyboard')
```

the image is loaded with a command looking like this:

```
img = image(display, current=oWin, margin=0, image_dimensions=sRaw, axis_style =
my_axis_style, xcolor='y', ycolor='y')
```

the other objects like this:

```
objpl = polyline([0.25,0.75],[0.25,0.75], thick = thick_active, color = color_active, lineStyle =
linestyle_active, transparency = line_transparency_active, /norm, target=img)
```

```
objjpg = polygon([0.25,0.75,0.75,0.25],[0.25,0.25,0.75,0.75], thick = thick_active, color =
color_active, lineStyle = lineAreaStyle_active, fill_background = fill_background_active, fill_color =
fill_color_active, transparency = fill_transparency_active, /norm, target=img)
```

The print of the window() is:

```
GRAPHICSWIN <5568>
BACKGROUND_COLOR      = 0  0 255
DIMENSIONS            = 600.000  600.000
EVENT_HANDLER         = <NullObject>
KEYBOARD_HANDLER      = 'EAV_KEYBOARD'
MOUSE_DOWN_HANDLER    = 'EAV_MOUSEDOWN'
MOUSE_MOTION_HANDLER  = 'EAV_MOUSEMOTION'
MOUSE_UP_HANDLER      = 'EAV_MOUSEUP'
MOUSE_WHEEL_HANDLER   = 'EAV_MOUSEWHEEL'
NAME                  = 'IDL'
RESOLUTION            = 0.035277778  0.035277778
SELECTION_CHANGE_HANDLER = ''
TITLE                 = <NullObject>
WINDOW_TITLE         = ''
```

The error I get are:

```
% Program caused arithmetic error: Floating overflow
% Detected at IDLITSYMBOL::DRAW  1 C:\Program
Files\Exelis\IDL84\IDL84\lib\itools\components\idlitsymbol__define.pro
```

and:

```
% Program caused arithmetic error: Floating overflow
% Detected at IDLITVISDATASPACE::DRAW 2385 C:\Program
Files\Exelis\IDL84\IDL84\lib\itools\framework\idlitvisdatasp ace__define.pro
```

I cannot say when exactly and how. Moving the mouse and moving objects seems to generate this. Strangely, this *also* happens about a second after I have move the mouse away from the window and already had another window active.

To get the error lines I set !EXCEPT = 2

Can anybody guess what is causing the error (apart from a floating overflow) and what I can try to do to get rid of it?

I have non NaN in my image data.

Sorry for the sloppy description.

Helder

Subject: Re: Floating overflow error in FG
Posted by [Helder Marchetto](#) on Mon, 03 Nov 2014 20:32:19 GMT
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On Monday, November 3, 2014 9:24:01 PM UTC+1, Helder wrote:

```
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>
> objjpg = polygon([0.25,0.75,0.75,0.25],[0.25,0.25,0.75,0.75], thick = thick_active, color =
```

```

color_active, lineStyle = lineAreaStyle_active, fill_background = fill_background_active, fill_color =
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> GRAPHICSWIN <5568>
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> NAME                  = 'IDL'
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> Can anybody guess what is causing the error (apart from a floating overflow) and what I can try
to do to get rid of it?
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> I have non NaN in my image data.
>
> Sorry for the sloppy description.
>
> Helder

```

Just one more note... I had a look at Coyote's Undeflow errors articles. Since this seems to be coming from FG tools, I would like to find out more about it.

Thanks, Helder
