Subject: Re: Hex constants interpreted differently in IDL/v5.2
Posted by Martin Schultz on Tue, 25 May 1999 07:00:00 GMT
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David Fanning wrote:
>
> William Thompson (thompson@orpheus.nascom.nasa.gov) writes:
>
>> Apparently, IDL/v5.2 interprets some hexadecimal constants differently than
>> previous versions. For example, the statement
>>
>> IDL> help,'aa7f'x
>>
>> under IDL/v5.1 produces the result
>>
>> <Expression> LONG = 43647
>>
>> while under IDL/v5.2, the following is returned
>>
>> <Expression> INT = -21889
>
> Yep. I think I reported this already. (Or meant to,
> if I didn't.)
>
> I first noticed it with this kind of syntax:
>
> Plot, data, Color='00ffff'x
>
> This used to draw a yellow plot, but started drawing
> white plots in IDL 5.2. Of course, the previous behavior
> was decidedly a bug (that I had gotten used to, darn it),
> but if you want a 24-bit number, you really do need to
> make it a long:
>
> Plot, data, color='00ffff'xL
>
> I presume the bug was found and fixed when the programmers
> were implementing the unsigned integer data type. :-)
>
> Cheers,
>
> David

Why should this be a bug? With '00ffff'x you are specifying 3 bytes,
hence you need at least a long variable. I would think it's OK if this
is interpreted as such. For the cases that William mentions, it i
sarguable whether the correct behaviour should be to produce an unsigned
int instead of a 'normal' int. At least in my experience, hex numbers

are usually meant to be positive. And you could still force it as
fix('f000'x).

Regards,
Martin

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