Subject: Bug report for routine AVG in WAVE CL V4.2 WAVE Advantage 1.0
Posted by black on Thu, 10 Feb 1994 19:33:36 GMT

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Following my bug report on the routine SUM a couple of weeks back, I just realised there's an
 inherited bug in the routine AVG.

I'll explain. AVG calls the routine SUM when you want to average over a given dimension of
an array, ie use AVG in the mode AVG(ARRAY,DIMENSION_NUMBER). So AVG will malfunction
in the same conditions that SUM will, which I think is when the number of elements in the
array that results from summing or averaging is over 32768, that's a 256 by 128 array.

So AVG could be failing as well for you.

Further warning note: With the new version of WAVE CL/WAVE Advantage there's been the
advent of compiled WAVE language files. This means *AFTER* fixed SUM you have to:

a) recompile & save SUM once fixed because WAVE will pick up the compiled version in
    preference to the source code, because the routines written in WAVE now come as
  compiled code as well as the origonal WAVE source (both in the same directory) - at least
  on my system they do!
b) probably recompile & save AVG because the compiled version of AVG still might have the
    old SUM locked within it - I'm not au fait with the finer workings of the new version of
  WAVE regarding compiled code to be sure; perhaps someone more informed, like someone
  at VNI could comment?

 If you don't know what I'm talking about check out the routine COMPILE in your new manuals
 or the new wizo online hypertext help system if it happens to be implemented on your
 platform (ULTRIX yes, OSF no for some reason - more enlightenment someone?)

 Hope this makes sense,
    John Black.