Subject: Re: Ref Extra: BUG? (in Win2K 55b) corrected test file Posted by Martin Downing on Thu, 01 Nov 2001 23:30:29 GMT

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"JD Smith" <jdsmith@astro.cornell.edu> wrote in message news:3BE1AF35.26BD8C3C@astro.cornell.edu... > Martin Downing wrote: >> >> Glad you didnt look too carefully, as the test file I sent was wrong >> nyway - thought I had sent it *before* I started changing things, woops:(>> I noticed though that the Keyword had been converted to a string on your >> version. >> >> The correct file is now on my web site, sorry - clearly not enough >> http://homepage.ntlworld.com/martin.downing/idl/test_ref_ext_ra_bug.pro >> code below: >> http://homepage.ntlworld.com/martin.downing/idl/test_ref_ext_ra_bug2.pro >> the below test though is *maybe* easier to follow >> > > It seems to me the point is being driven home that switching from REF EXTRA to EXTRA in the middle of the game is verboten: a REF EXTRA stack should remain a _REF_EXTRA stack. Not sure I agree with the > method of their point-making. >

- > Can you distill the problem to a simpler (and preferrably
- > non-pair-recursive) example?

Hi JD.

The second example was not recursive, but I agree its confusing! Anyway I take the point to avoid switching from _ref_exta tp _extra

> > JD

- > P.S. If you only use " EXTRA" in your routine calls (as opposed to
- > routine *definitions*), this bug vanishes. I have always recommended
- > saving " REF EXTRA" only for the relevant function definitions which
- > would like to return values through their inherited keywords, and using
- > the simpler "_EXTRA" everywhere else.

You are right again, this also cures the problem - I did not realise this was a safe thing to do if it was defined as a ref extra routine.

Thanks

Martin

ps: The code is free to anyone who enjoys zapping PC-based IDL. Id be interested to know if unix/mac is any more stable!