Subject: Re: \_Ref\_Extra : BUG? (in Win2K 55b) corrected test file Posted by John-David T. Smith on Thu, 01 Nov 2001 20:23:17 GMT View Forum Message <> Reply to Message

## 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 coffee
- > 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?

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.