
Subject: Re: The continuing saga of WHERE and 2D
Posted by [Sean Raffuse](#) on Thu, 27 Feb 2003 21:30:12 GMT
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"David Fanning" <david@dfanning.com> wrote in message news:MPG.18c8310e9a99b4ce989b06@news.frii.com...

> Sean Raffuse (sean@me.wustl.edu) writes:

>

>> Ok, you may disagree and same I look fabulous, but I still get the error.

>> Here is my code snippet. Let me know if you need more.

>>

>> HighRedorGreenLand = where(MinArray8[*,*] GT default_Bd8WaterLimit \$
;pixel

>> is not water

>> AND ((Tau[*,*,5] GT Tau[*,*,0]) OR (Tau[*,*,4]
GT
>> Tau[*,*,0]))

>> WhereToMulti, MinArray8, HighRedorGreenLand, x_mask, y_mask

>> Tau[x_mask,y_mask,*] = default_BelowDetLimit

>>

>> ENVI> help, MinArray8

>> MINARRAY8 INT = Array[3600, 1680]

>> ENVI> help, Tau

>> TAU FLOAT = Array[3600, 1680, 8]

>> ENVI> help, HighRedorGreenLand

>> HIGHREDORGREENLAND

>> LONG = Array[1407735]

>> ENVI> help, x_mask

>> X_MASK LONG = Array[1407735]

>> ENVI> help, y_mask

>> Y_MASK LONG = Array[1407735]

>

> Well, I don't see any error here. Nor do I see anything

> that should cause an error. Is there more somewhere?

>

> Cheers,

>

> David

No, that's it. Although here is the error

Tau[x_mask,y_mask,*] = default_BelowDetLimit
% Array has too many elements.

Is this a memory problem?

-Sean
