
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
