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Subject: Re: The continuing saga of WHERE and 2D  
Posted by [David Fanning](#) on Thu, 27 Feb 2003 21:29:12 GMT  
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Sean Raffuse ([sean@me.wustl.edu](mailto:sean@me.wustl.edu)) writes:

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> 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

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