
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) 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

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