
Subject: Re: Default interactive integer type
Posted by [Liam E. Gumley](#) on Fri, 09 May 2003 16:32:20 GMT
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"Rick Towler" <rtowler@u.washington.edu> wrote in message
news:b9gjau\$20sa\$1@nntp6.u.washington.edu...

```
>
> "Kenneth P. Bowman" wrote
> ...
>> In a procedure or function the default integer type can be changed from
>> INT to LONG with
>>
>> COMPILE_OPT DEFINT32
>>
>> or
>>
>> COMPILE_OPT IDL2
>>
>> Is there any way to change the default integer type for interactive use
>> or is explicit specification of the type the only solution?
>>
>> IDL> i = 32
>> IDL> help, i
>> I          INT      =      32
>> IDL> i = 32L
>> IDL> help, i
>> I          LONG     =      32
>>
>
> Sure! Just issue the compiler option in your main session:
>
> IDL> i=1
> IDL> help,i
> I          INT      =      1
> IDL> compile_opt IDL2
> IDL> i=1
> IDL> help, i
> I          LONG     =      1
>
>
> This will stick until you reset your IDL session.
```

That's such a good idea, I've added it to my IDL startup file
(idl_startup.pro):

```
if !version.os_family eq 'unix' then device, true_color=24
window, /free, /pixmap, colors=-10
wdelete, !d.window
```

```
device, decomposed=0, retain=2, set_character_size=[10, 12]  
device, get_visual_depth=depth  
compile_opt idl2  
print, 'Display depth: ', strcompress(depth)  
print, 'Color table size: ', strcompress(!d.table_size)  
print, 'Default integer type: ', size(0, /tname)
```

Now I'll see if it breaks any old code!

Cheers,
Liam.
Practical IDL Programming
<http://www.gumley.com/>
