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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" <rтолер@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/>

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