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Subject: Re: Default interactive integer type  
Posted by [R.Bauer](#) on Mon, 12 May 2003 20:00:57 GMT  
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Rick Towler wrote:

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>
> "Kenneth P. Bowman" wrote ...
>> "Rick Towler" wrote:
>>
>>>> Is there any way to change the default integer type for interactive
> use
>>>> or is explicit specification of the type the only solution?
>>>
>>> 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.
>>
>>
>> Duh!
>>
>> I guess I can be forgiven since the docs say:
>>
>
> I don't slow myself down by reading the docs. Sure, it may lead to some
> embarrassment along the way but it makes working with IDL much more
> exciting!Sheesh, you must be one of these people that actually reads the
> manual before he uncrates that new gizmo. :)
>
>
>> RESET_SESSION does not re-run the startup.pro file, does it?
>
> Unfortunately IDL doesn't re-run the startup.pro file when you reset your
> session. That has bit me a number of times :(
>
>
> -Rick
```

Does it help to add a @start\_up into each critical source.

On the other hand if you set integer always to long this takes a lot of memory for indexing of arrays. Or did you explicitly write a=5s if you like "a" to be a short integer.

Reimar

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a IDL library at Forschungszentrum Juelich  
[http://www.fz-juelich.de/icg/icg-i/idl\\_icglib/idl\\_lib\\_intro.html](http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro.html)

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