
Subject: Re: System Variable Behavior Changed in IDL 6.0
Posted by [David Fanning](#) on Fri, 12 Mar 2004 17:58:17 GMT
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Stein Vidar Hagfors Haugan writes:

> See <http://idlastro.gsfc.nasa.gov/ftp/pro/plot/cleanplot.pro>
> (i.e. in the idl astronomy library)
>
> It's a simple matter of "good plotting hygiene" :-)
>
> Recommended usage: Any time you make the assumption that nobody has
> changed the !P, !X, !Y, !Z variables and are proved wrong!

Well, this story just gets stranger and stranger.

Here is the *real* problem. Like almost all system variables,
you ought to be able to set the !P.Position system variable
to its default value by doing this:

```
!P.Position = 0
```

But, for some reason, in IDL 5.6 (Windows 2000 Pro), you
couldn't do this. It would make the position=[0,0,1,1],
instead of the "default", whatever that is.

So I came up with some elaborate scheme to get around this
and keep my programs working. But this has been fixed in
IDL 6.0, so my "problem" is that my hair-brained scheme
for IDL 5.6 is breaking everything in IDL 6.0.

Welcome to the wonderful world of backward compatibility. :-(

Cheers,

David

P.S. Let's just say I've entered into negotiations with Craig
to get ahold of his old IDL 4.0. At least there you know where
you are!

--

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