Subject: Troubles with read_binary() and IDL's Virtual Machine 6.0?
Posted by thorv on Wed, 19 May 2004 17:55:40 GMT

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Hello,

Does anyone know if there are any known issues with using the IDL
function read_binary() in *.sav files under the Virtual Machine 6.0?
My *.sav program seems to 'stall' when I run it under VM 6.0, but
works fine when I run it from the runtime IDL 6.0 after compiling and
building it. I've traced the problem to a single call of the IDL
read_binary() function, which if I comment out and replace with a
dummy statement, the *.sav file runs okay under VM 6.0. By 'stall' I
mean that widgets will continue to pop-up when a button is pressed on
the base widget, but none of the 'guts' of the widgets seem to be
called or working. The same problem is repeatable on a number of
computers using VM 6.0. I've installed the 6.0.3 patch and the
problem is still present. I could not find anything on this 'bug'
using RSI's website (www.rsinc.com) or searching this user group's
archives. Here is my system setup.

Microsoft Windows XP Profesional (Win32 x86 m32) Version 5.1 Service
Pack 1
IDL Version 6.0
IDL VM Version 6.0

The offending line(s) appears to be,

LENGTH = 10000
index = long(0)
pData = uint(read_binary $
        (filename,DATA_START=index,DATA_DIM=LENGTH,DATA_TYPE=1))

I'm boggled, but that's not hard to do...

Thanks for any help,

Thor Vandehei