
Subject: Re: A simple IF statement question
Posted by [Mark Hadfield](#) on Mon, 14 Feb 2005 21:22:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

David Fanning wrote:

> David Fanning writes:

>> Here is an article you might want to read:

>>

>> http://www.dfanning.com/code_tips/bitwiselogical.html

>

> It has been pointed out to me that the article is a bit

> deficient in that it doesn't mention the LOGICAL_PREDICATE

> compiler option. If you set:

>

> COMPILE_OPT LOGICAL_PREDICATE

>

> Then 0 is FALSE and everything else is TRUE. That probably

> makes more sense to *everyone*! :-)

The article in question was written not longer before IDL 6.0 went into beta and was intended to summarise some newsgroup explanations of IDL's (very confusing) treatment of logical values. I suspect that the article and/or the newsgroup explanations convinced RSI to clean things up. I've been meaning to update the article for, oh, 2 years.

Setting COMPILE_OPT LOGICAL_PREDICATE *is* a good idea, I think (if you have version 6.0 or greater). But there is a catch: the NOT operator can no longer be used in logical expressions. For example, 1 is always true and "NOT 1" evaluates to "-2". this was false under the old rules but is true when LOGICAL_PREDICATE is in effect. A logical not operator was introduced in 6.0 and this always works, well, logically.

--

Mark Hadfield "Ka puwaha te tai nei, Hoesa tatou"

m.hadfield@niwa.co.nz

National Institute for Water and Atmospheric Research (NIWA)
