Subject: Re: A simple IF statement question Posted by Mark Hadfield on Mon, 14 Feb 2005 21:22:03 GMT

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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 expresssions. 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.

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