
Subject: Re: Weirdest Error Ever

Posted by [David Fanning](#) on Wed, 18 Oct 2006 18:10:31 GMT

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David Fanning writes:

> Lajos writes:

>

>> don't you have a 1D array named Reverse somewhere? Have you tried

>> compile_opt strictarr?

>

> Yes, I can fix it with compile_opt StrictArr, too.

> And I have now narrowed the problem down to IDL

> thinking the REVERSE(bar) call is a subscripted

> variable call and not a function call. I know

> how to *fix* this--I have a version that works,

> after all.

>

> What I am interested in knowing is how this line:

>

> bar = BYTSCL(bar, TOP=(ncolors-1) < (255-bottom)) + bottom

>

> confuses IDL into thinking my REVERSE call two lines

> later is a variable subscript and not a function call.

> What is THAT all about!?

I guess I should mention, too, although you probably already realize this, that I have a REVERSE keyword defined for the COLORBAR routine. When I enter the program the *variable* reverse is set to 1. I didn't mention this before because someone is invariably going to point out that I also have an INVERTCOLORS keyword defined that does the very same thing as my REVERSE keyword and why the hell do you have TWO of them defined!? I just didn't want to get into all that. :-(

But the fundamental question still remains. Why does that line above confuse IDL about what REVERSE is?

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
