Subject: Re: Error: Array has a corrupted descriptor
Posted by David Fanning on Tue, 28 Nov 2006 16:06:11 GMT
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Gongqin Shen writes:

>   Thank you for paying attention to my question. Bascially, "do
> something here" is just some basic array manipulation like:
>   arr = arr3D[1:2, *]
>   arrInd[0, *] -= a
>   arrInd[1, *] -= b
>   arr[arrInd] = 1B
>   aLabeled = Label_Region(arr)
>
>   FOR j = 1, MAX(aLabeled) DO BEGIN
>   ithIdx = (WHERE(aLabeled EQ j))[0]
>   outputList = [outputList, ithIdx]
>   ENDFOR
>
>   I hope your eagle eye can find out where the glitch comes from. :-).

I think the likely suspect is this line:

  outputList = [outputList, ithIdx]

At the *very* least, I would write this line like this:

  outputList = [Temporary(outputList), ithIdx]

But I think you might be better off making output list as big
as you need it (or bigger) and then filling it. I suspect
the constant recreating of this array is fragmenting memory
like crazy and resulting in your problems.

  void = Where(aLabeled GT 0, count)
  outputList = Lindgen(count)

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.")