
Subject: Re: Velovect error.

Posted by [Charudatta Phatak](#) on Tue, 06 Feb 2007 17:19:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Allan,

Thanks for the help. Yeah i do have idl code which changes the !dir in my program. Will debug it.

thanx

cheers,
-cd

Allan Whiteford wrote:

```
> Charudatta,
>
> I doubt the error has anything to do with VELOVECT and more to do with
> general paths.
>
> If your IDL_DIR environment variable (outside IDL) is incorrect then
> this error could occur. Also, if the !DIR system variable (inside IDL)
> is incorrect then this could also occur.
>
> I'd suspect the latter, do you have any IDL code which changes !DIR?
>
> e.g.
>
> IDL> !dir='/invalid/path'
> IDL> plot,findgen(10)
> % PLOT: Error opening file.
>      File: /invalid/path/resource/fonts/hersh1.chr
>      No such file or directory
>
> Note that a program you've not written could also be changing !DIR.
>
> Thanks,
>
> Allan
>
> Charudatta Phatak wrote:
>> Hello All,
>>
>> This is a error i got when using velovect.
>>
>> terminal output -
```

```
>>  
>> "Compiled module: VELOVECT.  
>> % PLOT: Error opening file.  
>>     File: /Users/cphatak/sims/resou  
>>     rce/fonts/hersh1.chr  
>> No such file or directory"  
>>  
>> i have got this once before. I just reset the terminal and everything  
>> works fine again. Any ideas why this might be happening?  
>>  
>> thanks...  
>>  
>> cheers,  
>> -cd
```
