

---

Subject: Re: Most Common IDL Programming Errors  
Posted by [Michael Galloy](#) on Wed, 09 Apr 2008 00:35:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

David Fanning wrote:

- > Here are the three errors I most commonly see in IDL programs.
- >
- > 1. IDL programs are named incorrectly. The last program
- > module in the file should have the same name as the file.
- > Utility modules in the file should start with the name
- > of the "command" (or last) module to make clear their
- > purpose.
- >
- > 2. KEYWORD\_SET is used to check whether a keyword is
- > "used" or "defined". This function should only be
- > used with binary keywords. (I plan to avoid all
- > nuance with this list, and just go with black and
- > white pronouncements.)
- >
- > 3. People draw graphics willy-nilly in widget programs
- > without having the faintest idea which window their
- > graphics might show up in.
- >
- > What would be on your list? Of course, typos are assumed. :-)

Here are a few (in no particular order, despite the numbers):

1. Thinking you are using a color table in direct graphics, but are actually using decomposed color (shades of red problem).
2. Not setting up color in PS output correctly.
3. Confusion with direct graphics output in landscape mode in PS.
4. Not scaling object graphics into a coordinate system correctly.

Mike

--

[www.michaelgalloy.com](http://www.michaelgalloy.com)  
Tech-X Corporation  
Software Developer II

---