
Subject: Re: Numerical Recipes diffs?

Posted by [kachun](#) on Thu, 20 Jun 1996 07:00:00 GMT

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In article <4qbh8u\$r9b@fu-berlin.de> marq@strat01.met.fu-berlin.de writes:

> Ka Chun Yu (kachun@bogat.Colorado.EDU) wrote:

> : Does anyone know what IDL did between IDL3 and IDL4 as far as

> : the numerical recipes subroutines go? I've been testing a fitting

> : program that uses the LUDCMP and LUBKSB routines from _Numerical

> : Recipes_, and I've been using IDL's canned routines. The canned

> : routines got name changes during the switch from IDL3 to IDL4,

> : from "nr_ludcmp" and "nr_lubksb" to "ludc" and "lusol". That's

> : not all though--somehow the code got changed around so that I

> : get different results depending on which version of IDL I use

> : even if the input is exactly the same!

> Check the link 'What was New in IDL version 4.0' / Mathematics Improvements'

> of the IDL Online Help (idlhelp, or ? from the IDL command prompt).

> Probably the most important sentence:

>

> "Note that the old routine names still work, but are undocumented."

Yes I noticed this. Unfortunately this statement does not seem to hold for LUDCMP and LUBKSB. Running "nr_ludcmp" or "nr_lubksb" gives me a "Variable is undefined:" error in IDL4.

I've now tested the IDL3 and IDL4 equivalents of the above routines with the same inputs, and both routines give different results in the two IDL versions.

> Chris Marquardt (marq@strat01.met.fu-berlin.de)

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