
Subject: Re: catalyst error

Posted by [David Fanning](#) on Sat, 27 Jun 2009 15:27:09 GMT

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Dave writes:

> When I get the lastest catalyst package, I run "catalyst" procedure
> and get the following
>
> % Pointer type required in this context: <FLOAT (0.3500000)>.
>
> So What's wrong with the catslyst package? Thanks very much!

OK, this is apparently Coyote's doing. He tells me he was doing a "survey" to see if anyone is using the product. :-(

The TextLine object was updated to work with the new MapCoord coordinate object, and in the process of updating several objects at the same time, we apparently had a little cut-and-paste problem. This is fixed now.

.../programs/catalyst/source/graphics/textline__define.pro

A larger problem looms, however. I made a change a couple of days ago to do a "deep destroy" when freeing up objects that were saved in Catalyst "system" variables (with CatSetDefault). The change worked great for the specific problem, but has caused unintended consequences in other parts of Catalyst. I have rolled back this change until I can investigate further.

I can think of several ways to deal with this problem, but all hold potential consequences. It needs to be thought through without the pressure of a deadline. I'll try to work on it some this weekend, although I had other things planned for these (finally!) sunny days. :-(

Anyway, you can find the rolled-back version here:

.../programs/catalyst/source/core/catlistvalue__define.pro

Sorry for the confusion. I'll see what I can do with this.

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.")
