Subject: bug in VELOVECT.PRO
Posted by Joop Schaye on Wed, 11 Sep 1996 07:00:00 GMT

Hi,

There is a bug in the IDL procedure VELOVECT.PRO (IDL version 4.0.1).
LENGTH=1.0 (the default) does not make the longest (U,V) vector the
length of a cell, as it should.

The following lines contain an error:

```
x_step=float(x1-x0)/float(s(1))   ; Convert to float. Integer math
y_step=float(y1-y0)/float(s(2))   ; could result in divide by 0
```

They should be corrected to:

```
x_step=float(x1-x0)/float(s(1)-1)   ; Convert to float. Integer math
y_step=float(y1-y0)/float(s(2)-1)   ; could result in divide by 0
```

The error becomes increasingly important for smaller input vectors U and
V. I have reported the error to Research Systems, Inc.

Best regards,

  Joop Schaye