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Subject: Re: baffling syntax error  
Posted by [R.G.Stockwell](#) on Fri, 23 Apr 2010 16:49:47 GMT  
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>  
>  
> "pp" <pp.penteado@gmail.com> wrote in message  
> news:691274b1-c3fe-4a80-b984-822c70bdc9dc@g30g2000prf.google groups.com...  
> On Apr 22, 7:49 pm, "R.G. Stockwell" <noem...@please.com> wrote:  
>> "Gray" <grayliketheco...@gmail.com> wrote in message  
>>  
>> news:3fd12140-7afc-4375-b8d6-3bf139f1d2ab@e21g2000vbb.google groups.com...  
>> On Apr 22, 5:16 pm, mgalloy <mgal...@gmail.com> wrote:> On 4/22/10 3:03  
>> PM, Gray wrote:  
>>  
>> ....  
>>  
>>> Haha. I always forget about this, since I only index arrays with []  
>>> thanks to my c++ background.  
>>  
>> one followup would be to figure out why this happened in the first  
>> place.  
>> You may not have paths/ etc set up correctly, causing IDL to think it  
>> was an array.  
>  
> No path problems are needed. Without the compile\_opt, if a name is  
> used by a variable and there is no function with that name already  
> compiled, IDL will assume it is a variable name, and will not try to  
> find a function to compile. But if a compiled function uses a name,  
> any references to the name will be interpreted as function calls,  
> ignoring a variable of the same name, regardless of when the variable  
> was defined.

agree. i'm just guessing as to the cause, and path problems are very common. Could either be a newly created function that is not in the cached path, or perhaps misnamed, or not in the path at all.

My point being, if it is a problem like that, then it will still be a problem in the future, and the compile option won't fix it.

cheers,  
bob

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