Subject: Re: New Graphics Tolerant of Clumsy Fingers!
Posted by David Fanning on Mon, 18 Oct 2010 16:35:25 GMT

mankoff writes:

> Isn't this a required side effect of _EXTRA=e?

It is a side effect of _EXTRA to be sure. But it
is also the reason _STRICT_EXTRA was invented.
Normally, by the time you get to the end of the
chain (do you go UP, or DOWN!?) you shouldn't have
any keywords left to process. If you do, something
is wrong.

My guess is that the "something wrong" message
is *extremely* long and potentially embarrassing,
since it has to come from deep in the bowels of
the object graphics system. But, I'm not sure
ignoring it is the best possible solution to the
problem.

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.")