Subject: Re: Plot3D bug in 8.1
Posted by David Fanning on Mon, 09 May 2011 16:26:59 GMT

Paulo Penteado writes:

> I can confirm the bug, and that it was not present in 8.0. My guess is
> that it came from the _strict_extra that started being used in the
> Graphics routines, with sym_object ending up left out somewhere along
> the way.

That would make sense, except that it doesn't explain why
it worked before. For it to be trapped by _STRICT_EXTRA
it would have to be mis-spelled in the code. If it is
mis-spelled, how did it work before?

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")