Subject: Re: strange behaviour of bytscl by large arrays
Posted by chris_torrence@NOSPAM on Fri, 04 May 2012 15:46:39 GMT
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Hi all,

I've added a fix for this in IDL Next (not 8.2). If you ask for values larger than 16777215, then it switches to using a 64-bit integer for the counting, and then casts those values to floats. You will still get duplicate numbers and discontinuities (impossible to fix that), but at least it won't get stuck on a single number. I did the same thing for double, in case you have any desire to allocate 9007199254740992 elements (that's 8 petabytes).

I also added a START keyword to all of the *INDGEN routines and MAKE_ARRAY, that allows you to specify a starting index. I needed this for testing purposes so I didn't have to keep creating huge arrays, and it seemed like a generally useful feature. It's much faster to specify START than to add an offset to the indgen after you've created it.

Cheers,
Chris
ExelisVIS