Subject: Re: A possible bug in IDL 8.2.3
Posted by David Fanning on Thu, 13 Jun 2013 20:31:39 GMT
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Haje Korth writes:

> This bugs is so bad, it virtually breaks all my codes. So I am doing what I have never done in almost 30 years of using IDL, which is to roll back to an older version. So v8.2.2 it is until the next release.

Let's see, I think I predicted that the function graphics system is so
complicated that fixing one thing would inevitably have to break
something else. Let's hope whatever it is in next release doesn't affect
your work. ;-)

Cheers,

David

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