Subject: Re: Different behavior of RESTORE and IDL\_SaveFile::Restore ? Posted by chris\_torrence@NOSPAM on Mon, 16 Feb 2015 17:14:03 GMT View Forum Message <> Reply to Message

On Sunday, February 15, 2015 at 10:35:50 AM UTC-7, alx wrote:  > Le dimanche 15 février 2015 17:33:32 UTC+1, Chris Torrence a écrit :  >> On Saturday, February 14, 2015 at 12:51:23 PM UTC-7, alx wrote:  >>> Le samedi 14 février 2015 20:17:22 UTC+1, Matthew Argall a écrit :  >>> See this discussion.
>>>> https://groups.google.com/forum/#!topic/comp.lang.idl-pvwave /RWNh8htf8Rw
>>> >>> Thanks for the tip. I know this discussion. >>> But in my case, the IDL versions for SAVE, RESTORE and IDL_SaveFile::Restore are homogeneous as being 8.4. >>> And the main question is: why a behavior difference between RESTORE and IDL_SaveFile::Restore? >>>
>>> alx.
>> Hi alx, >> Are you sure that you don't have an old IDL version on your path? When IDL restores the save file, it will try to load the list code, to make sure it is in sync with the latest version. If you have an old version on IDL's path, it will accidentally pick that up and that will lead to problems.
>> -Chris
<ul> <li>Hi Chris,</li> <li>The used machine is a freshly installed one so that I am sure that there is only one IDL (8.4) on it.</li> <li>{ x86_64 Win32 Windows Microsoft Windows 8.4 Sep 27 2014 64 64}</li> <li>After a machine reboot the problem disappeared: RESTORE is now restoring correctly.</li> <li>Before the machine reboot, I just restarted each time the IDL session.</li> <li>Can we imagine that some error in managing LIST variables inside the first session (loaded DLL or something else) could have permanently affected the other following sessions?</li> <li>I suspect the construct "list1 += list_", used in a large loop, when building at first the lists variables.</li> </ul>
> alain.
Well, I can imagine a lot. :-) But I've never heard of this happening Anyway, it sounds like you solved the problem, so unless it occurs again, I would just pretend that it never happened
Cheers, Chris