On Monday, March 9, 2015 at 6:42:43 PM UTC-6, Matthew Argall wrote:
> I answered part of my own question... /STRING is to identify IDL_String classes. I guess the
/INTEGER and /NUMBER keywords, then, would refer to the IDL_Integer and IDL_Number
classes. And /FLOAT?
>
> e.g. http://exelisvis.com/docs/IDL_String.html

Hi Matthew,

I admit that there are some inconsistencies in the ISA results. For objects and pointers the idea
was that ISA would return 0 for null object or pointers. However, I forgot about the /SCALAR
keyword. I've fixed this for IDL 8.5, so ISA (with no keywords) will still return 0 for null heap
variables, but will return 1 with /SCALAR.

The Typename argument refers to the actual IDL type (FLOAT or DOUBLE), as opposed to the
FLOAT keyword, which can accept either float or double. Similarly for the COMPLEX keyword.
DECIMAL might have been another choice, but would have been confusing for complex types...

I have also beefed up the Typename argument so it now accepts the "IDL_Variable" classes such
as IDL_Integer, IDL_Number, and IDL_Variable.

Cheers,
Chris