
Subject: buggy dictionary

Posted by [Helder Marchetto](#) on Mon, 08 Jun 2015 14:08:28 GMT

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Hi,
I've just encountered another bug using dictionaries.

This is ok:

```
IDL> a = dictionary('b',findgen(10))
```

```
IDL> print, a['b',1:-1]
```

```
1.00000 2.00000 3.00000 4.00000 5.00000 6.00000 7.00000 8.00000
9.00000
```

Doing the same, but inside an object (that being self.a['b',1:-1]) will make the IDLDE crash "hard" (=window closes without warning).

Here is an example:

```
pro testObjBug::testIt
print, self.aa['b',1:-1] ;this makes IDL crash
end
```

```
function testObjBug::init
self.aa = dictionary('b',findgen(10))
return, 1
end
```

```
pro testObjBug__define
class = {testObjBug,$
aa:obj_new()}
end
```

```
pro testObjBug
o = obj_new('testObjBug')
o->testIt
end
```

The only way around this is to copy the variable out of the object:

```
aa = self.aa['b']
print, aa[2:-2]
```

Cheers,
Helder

PS: I've submitted this to IDL. It's logged with incident nr 294397.
