Subject: Re: CgGreek not compiling: new IDL, new OS X
Posted by chris_torrence@NOSPAM on Tue, 14 Nov 2017 04:09:28 GMT

On Monday, November 13, 2017 at 6:24:31 PM UTC-7, allison jaynes wrote:
> Hi everyone,
> I'm having an issue after moving over to a new computer, complete with new OS and IDL version.
>
> CgGreek will not compile, and lists a number of syntax errors. It has something to do with the character strings. This worked fine on IDL 8.5 with a previous OS. My current versions are IDL 8.6.1 and OS 10.12.6. Anyone else having this issue?

This was due to an IDL 8.6.1 bug. You should download the latest coyote library from:
https://github.com/idl-coyote/coyote

-Chris