
Subject: Re: trouble compiling AIM routines (mac files on windows?)

Posted by [davidf](#) on Tue, 05 Jun 2001 02:20:40 GMT

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Mirko Vukovic (mvukovic@taz.telusa.com) writes:

> I downloaded AIM (an image processing tool). However, although the
> directory is in !path, the .compile or .run statement does not do any
> compiling (no messages regarding compiled routines).
>
> The files seem to be in Macintosh format. Could that have something
> to do with it? I did download the windows version.

Out of curiosity, I just downloaded the windows package
as well. The archive appears to be a Mac Stuffit file,
but WinZip managed to extract it just the same. I downloaded
the AIM manual in PDF format, too.

Following the directions in the manual (a mistake, probably), I
added the AIM folder to my path and typed "aim". I
immediately crashed. Can't find the AIM logo. Ah, oh.
OK, start the program from the aim directory. Logo is
there. Program is running. Dynamite!

Load a sample image. Try some image processing
functionality. Oh, oh. Program immediately crashed
with subscript range errors. :-(

Quick look at the code. Yikes! Common blocks! In
a widget program!?

I think I'll wait for version 2. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: trouble compiling AIM routines (mac files on windows?)

Posted by [Dominik\[1\]](#) on Wed, 06 Jun 2001 07:27:43 GMT

Normaly just the name bust be *.pro, and the last function/routine in the file must have the same name as the file.
I often change files between Mac and Win, and I never had problems doing it.

Dom

"Mirko Vukovic" <mvukovic@taz.telusa.com> schrieb im Newsbeitrag
news:d96c8f7c.0106041549.b128e65@posting.google.com...

> Hi,

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> Thanks,

>

> Mirko
