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Subject: IDL crashes using CONTAINPOINTS when array exceeds 16x16?

Posted by [dw](#) on Thu, 07 Feb 2002 09:32:26 GMT

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Hi,

I have a little bit of code that removes background around my cylindrical samples by setting the points outside a prescribed circle to a non-zero value (I have to do this to stop SEARCH2D from growing into the background), but I can only do it for an array of 16x16 pixels (and need to go to 370x370). Once I let the indices go to 17x17 or higher it crashes IDL. Any experiences like that out there?

Cheers,  
Dorthe

This is my code:

```
*****
```

```
FUNCTION CIRCLE, xcenter, ycenter, radius
points = (2 * !PI / 99.0) * FINDGEN(100)
x = xcenter + radius * COS(points)
y = ycenter + radius * SIN(points)
RETURN, TRANSPOSE([x],[y])
END
```

```
.,*****
,
.,*****
,
,
```

PRO Remove\_background

```
topColor = !D.N_COLORS-1
LOADCT,0,NCOLORS=!D.N_COLORS-1
```

; Read volume file containing 3-D data set

```
vol = read_tomo_volume
('d:\recon_volumes\May2001\8_20_I_segm.volume')
```

; Extract one 2-d slice

```
image=vol[:,*,40]
```

```
siz = SIZE(image)
x = siz[1]
y = siz[2]
```

```

; Remove 'background' outside sample circle

bytimage = BYTSCL(image,min=0,max=10,TOP=topColor)

WINDOW,1,/PIXMAP,XSIZE=x,YSIZE=y
    TV,bytimage

Xcentre = 330
Ycentre = 330
Radius  = 140

circ_roi= CIRCLE(Xcentre,Ycentre,Radius)
PLOTS, circ_roi[0,*], circ_roi[1,*],/DEVICE

mask = image * 0
area = POLYFILLV(circ_roi[0,*],circ_roi[1,*],x,y)

mask[area] =1
CircleImage = mask * image
image_display, CircleImage

; Set pixels outside circle to non-zero value

For i = 0,17 do begin
For j = 0,17 do begin

inside_circle=obj_new('IDLanROI',circ_roi)
circleOK=inside_circle -> containspoints([i,j])
print, 'circleok:', circleOK

If circleok eq 0 then begin
image[i,j]=30
endif

endfor
endfor

image_display, image

```

END

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Subject: Re: IDL crashes  
Posted by [David Fanning](#) on Fri, 14 Nov 2003 12:37:53 GMT  
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lucianor@sinectis.com.ar writes:

> I have tried reinstalling IDL, I also installed the version 6.0 in  
> demo mode. Everything! But the crashes are still there. Any ideas??  
> Reinstall windows? Remove all the other software? Change the RAM? (I  
> have 512Mb by the way)  
>  
> Any help would be appreciated!

I'd get a version of IDL that was written some time  
\*after\* Windows XP was just a twinkle in the developer's  
eye. :-)

Cheers,

David

--

David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Phone: 970-221-0438, IDL Book Orders: 1-888-461-0155

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Subject: Re: IDL crashes

Posted by [lucianor](#) on Fri, 14 Nov 2003 15:31:54 GMT

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Me again with some updates to the problem:

I found a routine which crashes always. It's part of a very large package but basically I put a 'stop' command inside a big loop, I run it, it gets to the stop the first time without problems, the second and third time also, but the 4th time it gets there, IDL crashes giving me the messages listed on the previous post. When I click the close button on this msgs I get the following:

"The instruction at 0x73dd1351" referenced memory at "0x00000004". The memory could not be "read", Click on OK to terminate the program."

This happens in 3 different PCs with windows XP and IDL 5.4.  
This doesn't happen on win 2000 or linux, there it works perfectly.

The funny thing is that IDL does not crash between the stops in some offending command, it crashes just while writing:

"% Stop encountered: PROMAIN 109 C:\RSI\IDL54\NEW06-03\promain.pro

Now comes the strange, if I replace the stop command by

stop, 'stop'

it doesn't crash anymore!! If I avoid the stop command to write on the log panel the "% Stop encountered...." it works perfectly...

crazy isn't it?

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Subject: Re: IDL crashes

Posted by [David Fanning](#) on Fri, 14 Nov 2003 16:07:55 GMT

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lucianor@sinectis.com.ar writes:

> crazy isn't it?

Oh, no. This is *\*exactly\** why some of us start working with computers in the first place. :-)

Cheers,

David

--

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Subject: Re: IDL crashes

Posted by [lucianor](#) on Fri, 14 Nov 2003 18:29:04 GMT

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Thanks David, but I already tried with 6.0 in demo mode and the 7 minutes you get for trial were enough to crash the whole thing!

I'm not sure if buying the full version is a clever idea... I guess I'll wait till anybody near me gets it, and try there first...

Luciano

David Fanning <davidf@dfanning.com> wrote in message

news:<MPG.1a1e7a8f7e54d4ee989683@news.frii.com>...

> I'd get a version of IDL that was written some time  
> \*after\* Windows XP was just a twinkle in the developer's  
> eye. :-)  
>  
> Cheers,  
>  
> David

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Subject: Re: IDL crashes

Posted by [dcw\\_yip](#) on Fri, 14 Nov 2003 23:13:36 GMT

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Join the club. I'm using 6.0 and it crash fairly regularly. I love it when it crashes and I lose all the changes I've just typed in. I'm running XP as well. I can't wait until the project converts over to C++ and then I can run a real development environment. IDL is insanity. Not to mention it's the culmination of all the things you aren't supposed to do in computer science. I always understood why you aren't supposed to do those things, now I feel it in my bones.

David

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Subject: Re: IDL crashes

Posted by [lucianor](#) on Sat, 15 Nov 2003 17:20:01 GMT

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Oh, I see that I'm not alone. Hopefully you'll have more luck with C++. I cannot convert everything to C++, but I could try with IDL under linux

but then linux is so... agh... (I better shut up :))

I guess that I'll go back to win 2000, where IDL was mucho more stable, at least for me...

dcw\_yip@yahoo.com (David Yip) wrote in message

news:<201431cc.0311141513.474307a4@posting.google.com>...

> Join the club. I'm using 6.0 and it crash fairly regularly. I love  
> it when it crashes and I lose all the changes I've just typed in. I'm  
> running XP as well. I can't wait until the project converts over to  
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> insanity. Not to mention it's the culmination of all the things you  
> aren't supposed to do in computer science. I always understood why

> you aren't supposed to do those things, now I feel it in my bones.  
>  
> David

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Subject: Re: IDL crashes

Posted by [the\\_cacc](#) on Sun, 16 Nov 2003 00:52:04 GMT

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lucianor@sinectis.com.ar (Luciano) wrote in message

news:<902633c3.0311150920.1ea6b08b@posting.google.com>...

> Oh, I see that I'm not alone. Hopefully you'll have more luck with  
> C++. I cannot convert everything to C++, but I could try with IDL  
> under linux  
> but then linux is so... agh... (I better shut up :))  
> I guess that I'll go back to win 2000, where IDL was mucho more  
> stable, at least for me...

>

>

Hey but at least with IDL you get a zillion GUI widget toys, instead  
of decent numerical tools. No wait, uhh, forget that.

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