Subject: Re: Code code code
Posted by David Burridge on Mon, 08 Apr 2002 15:50:46 GMT

Hi Trouble,

"trouble" <the_cacc@hotmail.com> wrote in message
news:5f9f0a23.0204080724.7484434a@posting.google.com...
> My code doesn't work. Anyone have any suggestions?

I had this problem once. It's related to the syntactic interactions between
the base level source text and memory allocation elements in the IDL
interpreter, particularly it's interaction with the OpenGL device driver
base memory address when using UltraDMA drive specifications. I recommend
that you replace your graphics card, switch your operating system and
recompile under a full moon.

That should do it.

Dave

Subject: Re: Code code code
Posted by Paul van Delst on Mon, 08 Apr 2002 15:58:01 GMT

trouble wrote:
>
> My code doesn't work. Anyone have any suggestions?

Hire a consultant to write code that does work? :o)

paulv

--
Paul van Delst   Religious and cultural
CIMSS @ NOAA/NCEP   purity is a fundamentalist
Ph: (301)763-8000 x7274 fantasy
Fax:(301)763-8545   V.S.Naipaul

Subject: Re: Code code code
Posted by James Kuyper on Mon, 08 Apr 2002 16:01:59 GMT

trouble wrote:

> My code doesn't work. Anyone have any suggestions?

Yes - think about your code, and figure out what's wrong with it.

If you want more specifc answers, you'll need to ask a more specific question.

Subject: Re: Code code code
Posted by David Fanning on Mon, 08 Apr 2002 16:35:46 GMT
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trouble (the_cacc@hotmail.com) writes:

> My code doesn't work. Anyone have any suggestions?

Exactly. And I thought it was just me feeling testy this morning. :-)

Cheers,

David

--
David W. Fanning, Ph.D.
Fanning Software Consulting
Phone: 970-221-0438, E-mail: david@dfanning.com
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Code code code
Posted by the_cacc on Tue, 09 Apr 2002 09:20:15 GMT
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James Kuyper <kuyper@gscmail.gsfc.nasa.gov> wrote in message
news:<3CB1BEF7.5080300@gscmail.gsfc.nasa.gov>...
> trouble wrote:
>
>> My code doesn't work. Anyone have any suggestions?
>
> Yes - think about your code, and figure out what's wrong with it.
>
> If you want more specifc answers, you'll need to ask a more specific
> question.

Well, it's something like this: 2D convolution with non-uniformly
spaced data and undersampled too but farily over-determined. It works

great with uniformly undersampled but not non-uniformly.

Subject: Re: Code code code
Posted by the_cacc on Tue, 09 Apr 2002 09:22:34 GMT
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"David Burridge" <davidb@clogic.f9.co.uk> wrote in message
news:<t2js8.12795$51.421669@wards>...
> Hi Trouble,
>
> "trouble" <the_cacc@hotmail.com> wrote in message
> news:5f9f0a23.0204080724.7484434a@posting.google.com...
>> My code doesn't work. Anyone have any suggestions?
>
> I had this problem once. It's related to the syntactic interactions between
> the base level source text and memory allocation elements in the IDL
> interpreter, particularly it's interaction with the OpenGL device driver
> base memory address when using UltraDMA drive specifications. I recommend
> that you replace your graphics card, switch your operating system and
> recompile under a full moon.
>
> That should do it.
>
> Dave

While stripping down the mother***** I noticed the flux capacitor was
also loose. That didn't fix it tho.

Subject: Re: Code code code
Posted by the_cacc on Tue, 09 Apr 2002 09:25:17 GMT
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Paul van Delst <paul.vandelst@noaa.gov> wrote in message
news:<3CB1BE09.B3FA98F5@noaa.gov>...
> trouble wrote:
>>
>> My code doesn't work. Anyone have any suggestions?
>
> Hire a consultant to write code that does work? :o)
>
> paulv

I'm beyond consultants right now... I'd need a consultant to *find* a
consultant for this one.

Subject: Re: Code code code
Posted by the_cacc on Tue, 09 Apr 2002 09:26:45 GMT
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David Fanning <david@dfanning.com> wrote in message
news:<MPG.171b74bec7affe2d989875@news.frii.com>...
> trouble (the_cacc@hotmail.com) writes:
>
>> My code doesn't work. Anyone have any suggestions?
>
> Exactly. And I thought it was just me feeling testy this morning. :-)
>
> Cheers,
>
> David

You're scaring me... Code *should* work, right?

Subject: Re: Code code code
Posted by hradilv.nospam on Tue, 09 Apr 2002 13:35:50 GMT
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On 9 Apr 2002 02:26:45 -0700, the_cacc@hotmail.com (trouble) wrote:

> David Fanning <david@dfanning.com> wrote in message
news:<MPG.171b74bec7affe2d989875@news.frii.com>...
>> trouble (the_cacc@hotmail.com) writes:
>>
>>> My code doesn't work. Anyone have any suggestions?
>>
>> Exactly. And I thought it was just me feeling testy this morning. :-)
>>
>> Cheers,
>>
>> David
>
> You're scaring me... Code *should* work, right?

The code ALWAYS works - just not always how it is intended to work.

Subject: Re: Code code code
Posted by Robert Stockwell on Tue, 09 Apr 2002 13:44:27 GMT
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> trouble wrote:
>

>
>> My code doesn't work. Anyone have any suggestions?

Have you considered how the change in local Nyquist frequency,
and hence the aliasing of the data is affecting your results?

Also, try !decomposed =1

Cheers,
bob