Subject: Re: Multiplication changes array dimensions since a scalar and a 1x1 array are not the same
Posted by swingnut on Sun, 01 Apr 2007 04:13:10 GMT

Haha. So, all those SIZE statements sunk in. Here's the workaround I
came up with.

```
;SIZE of testVirtHeight =
;       1      1      4       1

;SIZE of referenceHeight =
;       0      4       1
```

deltaVirtHeight = testVirtHeight - referenceHeight

signOfDifference -> 1x1 array instead of a scalar.

adjustmentIncrement = adjustmentIncrement * signOfDifference

adjustmentIncrement -> 1x3 array before operation, 1x1 array
afterwards

SOLUTION: Extract scalar from array element -> testVirtHeight =
testVirtHeight[0,0]

Clearly my calculation of deltaVirtHeight assumed that you could treat
a 1x1 scalar, while IDL is treating them as different types of
variables during array multiplications. Now, why a scalar and a 1x1
array are different escapes me, but at least I've found this
workaround and can continue on. And hopefully knowing about this might
help someone else.