Subject: Re: long subscript...
Posted by Christopher Thom on Thu, 26 Apr 2007 04:31:11 GMT
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Quoth kostis:

> In the following code j is defined as a 'long' number...
> But the number j*100 as a subscript of x in plots command is not a
> 'long' number...
> causing a problem when the limit is reached..
> How do i fix it??
> How do i define all numbers long?

compile_opt defint32

but a more common statement is

compile_opt idl2

which forces [] brackets for array subscripts.

cheers
chris

Subject: Re: long subscript...
Posted by Maarten[1] on Thu, 26 Apr 2007 09:24:17 GMT
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On Apr 25, 7:29 pm, kostis <kostis...@gmail.com> wrote:
> In the following code j is defined as a 'long' number...
> But the number j*100 as a subscript of x in plots command is not a
> 'long' number...
> causing a problem when the limit is reached..
> How do i fix it??
> How do i define all numbers long?

either use 100L, or add
  compile_opt defint32, strictarr, strictarrsubs
to the start of each function or procedure. You can execute this
command on the command line to have the same effect on interactive
usage. Before you ask, no, there is no equivalent to get all floats to
be double precision numbers.

Maarten

Subject: Re: long subscript...
Posted by Vince Hradil on Thu, 26 Apr 2007 14:59:13 GMT
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On Apr 25, 2:29 pm, kostis <kostis...@gmail.com> wrote:
> In the following code j is defined as a 'long' number...
> But the number j*100 as a subscript of x in plots command is not a
> 'long' number...
> causing a problem when the limit is reached..
> How do i fix it??
> How do i define all numbers long?
>
> n=100000L
> x=findgen(n)
> y=findgen(n)
> z=findgen(n)
> XInterAnimate, set=[500,500,999]
> for j=1L,998L do begin
> plots, x((j-1)*100:j*100), y((j-1)*100:j*100),
> z((j-1)*100:j*100),/T3D,/DATA
> XInterAnimate, Frame=j
> endfor
> XInterAnimate
>
> Thanx a lot

j*100 is long for me? I'd just replace the () with [] when indicating
subscripts.

Subject: Re: long subscript...
Posted by Michael Galloy on Thu, 26 Apr 2007 16:32:47 GMT
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On Apr 25, 1:17 pm, kostis <kostis...@gmail.com> wrote:
> In the following code j is defined as a 'long' number...
> But the number j*100 as a subscript of x in plots command is not a
> 'long' number...
> causing a problem when the limit is reached..
> How do i fix it??
> How do i define all numbers long?

As other suggested, COMPILE_OPT defint32 is the way to make the
default integer a long, but:

IDL> j = 0L
IDL> help, j * 100
<Expression> LONG = 0

IDL promotes the value of an expression to the type needed to hold the precision all the operands. So here, because j is a long, the result is a long.

As David suggested in the other thread, your issue here is probably with graphics card memory.

Mike
--
www.michaelgalloy.com
