
Subject: Re: Why so serious?

Posted by [Mark\[1\]](#) on Sun, 30 Nov 2008 22:09:03 GMT

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On Nov 30, 5:45 pm, jigga1...@gmail.com wrote:

- > I like the option of
- > generating random insults when users cause
- > my stuff to break, though
- > typically it's my fault.

Are you an idiot?!

:~)

Subject: Re: Why so serious?

Posted by [Matt\[2\]](#) on Mon, 01 Dec 2008 15:27:18 GMT

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```
file ='filename'  
open, ch, file, /get_lun
```

```
; write to unit ch
```

```
free_lun, ch
```

Thats as funny as my code gets.

Matt

--

Matthew Savoie - Scientific Programmer
National Snow and Ice Data Center
(303) 735-0785 <http://nsidc.org>

Subject: Re: Why so serious?

Posted by [Vince Hradil](#) on Mon, 01 Dec 2008 16:29:06 GMT

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On Dec 1, 9:27 am, sav...@nsidc.org wrote:

- > file ='filename'
- > open, ch, file, /get_lun
- >

> ; write to unit ch
>
> free_lun, ch
>
> Thats as funny as my code gets.
>
> Matt
>
> --
> Matthew Savoie - Scientific Programmer
> National Snow and Ice Data Center
> (303) 735-0785 <http://nsidc.org>

When I try to compile that I get:

```
free_lun, ch
      ^
% No such thing.
```

Subject: Re: Why so serious?

Posted by [R.G. Stockwell](#) on Mon, 01 Dec 2008 22:07:54 GMT

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```
for apple = 0, n-1 do begin
endfor
```

A fruit loop. (from Deep C Secrets)

Subject: Re: Why so serious?

Posted by [David Fanning](#) on Mon, 01 Dec 2008 22:23:21 GMT

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jigga1206@gmail.com writes:

> Usually this group is deep into vectorization, optimization, and so on=85
> except for David's occasional asides on tennis. However, does anybody
> have any interesting/funny/random/ IDL code that makes your programs
> more enjoyable to use?

Several years ago, when Dave Burr ridge and I were collaborating on the Catalyst Library, we worked on it about 24 hours a day, as he was in England and about 8 hours ahead of me. He would work on it, turn it over to me when he went to supper and I had finished breakfast, and I would turn it back over to him

when I was finished answering all my IDL newsgroup e-mail, about 7 AM his time, when he would start in on it again.

Sometimes we would pass a number of files back and forth. One day, I managed to conceal an a DLL that played wav files, and I modified the error handler to play a short clip of Moe, one of the the Three Stooges, yelling "No, no, no, you're doing it all wrong!!" when an error occurred. That had us amused for quite some time. :-)

If you have a Windows machine, you can download the WAV DLL file and the allwrong.wav sound file (among others) here:

<http://www.dfanning.com/programs/bell.zip>

I wrote it for IDL 5.5, but I just installed it on my IDL 7 Windows machine and it still works, and still gives me a smile. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Why so serious?

Posted by [Andrew Cool](#) on Wed, 03 Dec 2008 03:33:39 GMT

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On Dec 2, 8:23 am, David Fanning <n...@dfanning.com> wrote:

> jigga1...@gmail.com writes:

>> Usually this group is deep into vectorization, optimization, and so on=85
>> except for David's occasional asides on tennis. However, does anybody
>> have any interesting/funny/random/ IDL code that makes your programs
>> more enjoyable to use?

>

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>

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> David
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> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

If that's Moe, I'll go he.

I reckon it's Shemp!!

Andrew
