Subject: Re: 4 byte integers
Posted by Michael Galloy on Fri, 12 Jun 2009 23:26:25 GMT
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On Jun 12, 5:19 pm, Joshua Von Korff <joshlegan...@hotmail.com> wrote:
> Is there any way I can set a flag to force IDL to consider all
> integers as having 4 bytes? It's happened many times that I assume a
> number won't go above 32768, and then months later, it does go above.
> This produces an error that can be annoying to track down. So I've
> taken to writing 0L, 1L, 2L, lindgen() at all times, but sometimes I
> forget. Any thoughts?
>
> It's not even clear to me that IDL is saving any time by restricting
> to 2 bytes ... aren't they represented as 4 bytes at some lower level
> anyway?

Try "comile_opt defint32" (or "compile_opt idl2" which also throws in
the "strictarr" option which I recommend):

IDL> help, 0
<Expression> INT = 0
IDL> compile_opt defint32
IDL> help, 0
<Expression> LONG = 0

The catch is that it still needs to be done on a routine by routine
basis (there is no "master switch" to throw for this).

Mike
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Associate Research Scientist
Tech-X Corporation

Subject: Re: 4 byte integers
Posted by Maarten[1] on Mon, 15 Jun 2009 10:10:39 GMT
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On Jun 13, 1:26 am, Mike Galloy <mgal...@gmail.com> wrote:
> On Jun 12, 5:19 pm, Joshua Von Korff <joshlegan...@hotmail.com> wrote:
>
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>> forget. Any thoughts?

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> Try "comile_opt defint32" (or "compile_opt idl2" which also throws in
> the "strictarr" option which I recommend):

[snip]

> The catch is that it still needs to be done on a routine by routine
> basis (there is no "master switch" to throw for this).

For interactive use, you can put the compile_opt idl2 in your startup script. This will cover the command-line, but not compiled functions as Mike already said. I wish there was a master switch, and for float/double as well.

Maarten
