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Subject: Re: IDLgrROI bug

Posted by [David Fanning](#) on Tue, 21 Jul 2009 15:04:52 GMT

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Robbie writes:

> I just found a rather interesting bug that has been eluding me for the  
> last 2 years! This code should crash IDL for windows, versions 6.1,  
> 6.4 and 7.0. I've created an incident with ITT support.

This program seems to run fine (assuming that jumble  
is what it is \*suppose\* to do!) in IDL 7.1 on my  
Windows machine.

Cheers,

David

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David Fanning, Ph.D.

Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

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

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Subject: Re: IDLgrROI bug

Posted by [Spon](#) on Wed, 22 Jul 2009 09:34:10 GMT

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On Jul 21, 4:04 pm, David Fanning <n...@dfanning.com> wrote:

> Robbie writes:

>> I just found a rather interesting bug that has been eluding me for the  
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>> 6.4 and 7.0. I've created an incident with ITT support.

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> Cheers,

>  
> David

>  
> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming ([www.dfanning.com](http://www.dfanning.com))

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

However, it crashes at i=j=600 in IDL 7.0.3 on my Windows machine.

Perhaps it's been fixed in the newest release?

Cheers,  
Chris

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