
Subject: Re: Negative values with incrementation
Posted by [David Fanning](#) on Fri, 21 May 2010 00:49:56 GMT
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Suguru Amakubo writes:

> First time round, it gave me a positive number of void as expected and
> I increased the number of points scattered however when I have done so
> the number of void became negative.
> ...
> coverage is a 400x400 matrice containing the number of reference
> points scattered on a certain pixel.
>
> and the output was:
>
> IDL> print, void_point
> -2469
>
> the number of points scattered was 3015 (checked using help)
>
> Any idea why this happens?

You have exceeded the value of a short 16-bit integer.
Make your counting variable a long integer:

```
void_point = 0L
```

Or, better yet, make **all** your integers longs by putting
this statement in all of your programs:

```
Compile_Opt defint32
```

Cheers,

David

--

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: Negative values with incrementation
Posted by [Suguru Amakubo](#) on Fri, 21 May 2010 03:53:38 GMT
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That solved the problem thank you :)

Suguru
