Subject: Re: Why "Attempt to call undefined procedure/function: 'CGQUERY'"
Posted by wlandsman on Thu, 23 Jun 2011 18:56:54 GMT
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On Thursday, June 23, 2011 1:42:18 PM UTC-4, Dave wrote:

> % Compiled module: CGQUERY.
> % Attempt to call undefined procedure/function: 'CGQUERY'.

One way to get the above cryptic message is to call a function as a procedure or vice-versa.
You first get the message that the program successfully compiled, but then e.g. the function
CGQUERY then can't be found because it was compiled as a procedure.

Are you using your own CGQUERY calls? And calling it as a function?.   Presumably, running
RESOLVE_ROUTINE on one of the Coyote Graphics routines (e.g. CGPLOT) doesn't run into this
problem.   --Wayne

Subject: Re: Why "Attempt to call undefined procedure/function: 'CGQUERY'"
Posted by Dave[4] on Fri, 24 Jun 2011 02:09:13 GMT
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On Jun 24, 2:56 am, wlandsman <wlands...@gmail.com> wrote:
> On Thursday, June 23, 2011 1:42:18 PM UTC-4, Dave wrote:
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> Are you using your own CGQUERY calls? And calling it as a function?.   Presumably,
running RESOLVE_ROUTINE on one of the Coyote Graphics routines (e.g. CGPLOT) doesn't run
into this problem.   --Wayne

Wayne:

    Very thanks! I found that the al_legend from
"idlastro.gsfc.nasa.gov/ftp/pro/plot/al_legend.pro" call the function
"CGQUERY" as a procedure. I have fixed it.

Dave

Subject: Re: Why "Attempt to call undefined procedure/function: 'CGQUERY'"
Posted by wlandsman on Fri, 24 Jun 2011 02:57:56 GMT

On Thursday, June 23, 2011 10:09:13 PM UTC-4, Dave wrote:

>
>   Very thanks! I found that the al_legend from
> "idlastro.gsfc.nasa.gov/ftp/pro/plot/al_legend.pro" call the function
> "CGQUERY" as a procedure. I have fixed it.
>
>

Actually that procedure call to CGQUERY in AL_LEGEND was supposed to be a call to
CGCONTROL.   It was in a branch of code that would very rarely be called, so the bug was
well-hidden until you tried to run RESOLVE_ROUTINE.   I have now fixed AL_LEGEND.
Thanks, --Wayne