Subject: Maximum number of keywords?
Posted by Matthew Argall on Tue, 20 Aug 2013 18:35:32 GMT
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Is there a maximum number of keywords allowed in IDL?

I have been using cgGraphicsKeywords__Define to create a few graphics objects. When I pass the entire list of accepted keywords into, e.g., cgContour, I get weird errors like

% Expression must be a structure in this context: YRAN

The (45th) keyword YRANGE gets cut off. If I comment out YRANGE and all keywords that follow, it works. If I comment out keywords that occur before YRANGE in the parameter list, the error occurs in a different place.

Subject: Re: Maximum number of keywords?
Posted by Matthew Argall on Tue, 20 Aug 2013 18:44:49 GMT
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I have been using the same technique as in cgZPlot. cgZPlot has too few keywords to cause this problem. cgContour and cgImage have many keywords in addition to those defined in cgGraphicsKeywords... My solution thus far has been to not use the Z[*] graphics keywords in an attempt to shorten the list.

Subject: Re: Maximum number of keywords?
Posted by David Fanning on Tue, 20 Aug 2013 19:09:32 GMT
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Matthew Argall writes:

>
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My guess is this would be limitation of the keyword inheritance

mechanism used by Call_Procedure. You may have to call Contour, rather than cgContour.

Cheers,

David

P.S. Always more complicated than you want it to be, verdad? :-)

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

Subject: Re: Maximum number of keywords?
Posted by Matthew Argall on Tue, 20 Aug 2013 19:28:32 GMT
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85 keywords seems to be the limit.

> My guess is this would be limitation of the keyword inheritance mechanism used by Call_Procedure.

I am not using Call_Procedure and neither are cgZPlot or cgContour (as far as I can tell). I just follow the example in cgZPlot::DrawPlot, except instead of calling the GetProperty method, I use the object property values directly.

Is Call_Procedure used behind the scenes when keywords are inherited?

> You may have to call Contour, rather than cgContour.

Booooo

> P.S. Always more complicated than you want it to be, verdad? :-)

:-(

Subject: Re: Maximum number of keywords?
Posted by David Fanning on Tue, 20 Aug 2013 19:37:17 GMT
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Matthew Argall writes:

> Is Call_Procedure used behind the scenes when keywords are inherited?

Call_Procedure!? Sorry, Coyote kept bumping into me as I was typing. I think it is probably a limitation of the keyword inheritance mechanism, which cgContour uses. I'm just guessing though. I think if you are passing keywords by reference, a keyword string is created. I wouldn't be surprised if this is the culprit here.

But, really, I'm working on about five other things today, so I don't have a whole lot of attention on this particular topic. :-)

Maybe later today I can think about it more.

Cheers,

David

--
David Fanning, Ph.D.
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