
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 `cglImage` 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/>

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