
Subject: logical_true vs nothing in an if statment
Posted by [munka](#) on Wed, 18 Sep 2013 19:44:17 GMT
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Why is the behavior of the 'if' statement in idl like this? I was under the impression putting nothing there is equivalent to the logical_true() statment???

```
IDL> for i=0,10 do if i then print,'true' else print,'false'
false
true
false
true
false
true
false
true
false
true
false
IDL> for i=0,10 do if logical_true(i) then print,'true' else print,'false'
false
true
true
true
true
true
true
true
true
true
true
```

Subject: Re: logical_true vs nothing in an if statment
Posted by [David Fanning](#) on Wed, 18 Sep 2013 19:48:36 GMT
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mynameismunka@gmail.com writes:

```
>
> Why is the behavior of the 'if' statement in idl like this? I was under the impression putting
> nothing there is equivalent to the logical_true() statment???
```

```
>
>
>
> IDL> for i=0,10 do if i then print,'true' else print,'false'
```

```
> false
> true
> false
> true
> false
> true
> false
> true
> false
> true
> false
> IDL> for i=0,10 do if logical_true(i) then print,'true' else print,'false'
> false
> true
> true
> true
> true
> true
> true
> true
> true
> true
> true
> true
```

Why? I think you have the wrong newsgroup. You want
comp.lang.metaphysical. ;-)

Cheers,

David

--

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: logical_true vs nothing in an if statment
Posted by [Paul Van Delst\[1\]](#) on Wed, 18 Sep 2013 19:53:44 GMT
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See:

http://www.exelisvis.com/docs/Definition_of_True_and_F.html

Your "if i then..." example is well documented (if a little strange)
behaviour.

On 09/18/13 15:44, mynameismunka@gmail.com wrote:

```
> Why is the behavior of the 'if' statement in idl like this? I
> was under the impression putting nothing there is equivalent to
> the logical_true() statment???!
>
>
>
> IDL> for i=0,10 do if i then print,'true' else print,'false'
> false
> true
> false
> true
> false
> true
> false
> true
> false
> true
> false
> true
> false
> IDL> for i=0,10 do if logical_true(i) then print,'true' else print,'false'
> false
> true
> true
> true
> true
> true
> true
> true
> true
> true
> true
>
```

Subject: Re: logical_true vs nothing in an if statment
Posted by [munka](#) on Wed, 18 Sep 2013 20:07:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, September 18, 2013 12:53:44 PM UTC-7, Paul van Delst wrote:

```
> See:
>
>
>
> http://www.exelisvis.com/docs/Definition_of_True_and_F.html
>
>
>
```

```
> Your "if i then..." example is well documented (if a little strange)
>
> behaviour.
>
>
>
> On 09/18/13 15:44, mynameismunka@gmail.com wrote:
>
>> Why is the behavior of the 'if' statement in idl like this? I
>
>> was under the impression putting nothing there is equivalent to
>
>> the logical_true() statment???!
>
>>
>
>>
>
>>
>
>> IDL> for i=0,10 do if i then print,'true' else print,'false'
>
>> false
>
>> true
>
>> false
>
>> true
>
>> false
>
>> true
>
>> false
>
>> true
>
>> false
>
>> true
>
>> false
>
>> IDL> for i=0,10 do if logical_true(i) then print,'true' else print,'false'
>
>> false
>
```

[illegible]

Thanks for the help.

Subject: Re: logical_true vs nothing in an if statment
Posted by [munka](#) on Wed, 18 Sep 2013 20:17:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, September 18, 2013 12:48:36 PM UTC-7, David Fanning wrote:

> mynameismunka@gmail.com writes:

```
>
>
>
>>
>
>> Why is the behavior of the 'if' statement in idl like this? I was under the impression putting
nothing there is equivalent to the logical_true() statment???!
>
>>
>
>>
>
>>
>
>> IDL> for i=0,10 do if i then print,'true' else print,'false'
>
>> false
```


>
> comp.lang.metaphysical. ;-)
>
>
>
> Cheers,
>
>
>
> David
>
>
>
> --
>
> 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.")

Too bad it doesn't exist. There could be some interesting discussions :)

Subject: Re: logical_true vs nothing in an if statment
Posted by [Michael Galloy](#) on Wed, 18 Sep 2013 20:22:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 9/18/13 2:07 PM, mynameismunka@gmail.com wrote:

> On Wednesday, September 18, 2013 12:53:44 PM UTC-7, Paul van Delst wrote:

>> See:

>>

>>

>>

>> http://www.exelisvis.com/docs/Definition_of_True_and_F.html

>>

>>

>>

>> Your "if i then..." example is well documented (if a little strange)

>>

>> behaviour.

>>

>>

>>

>> On 09/18/13 15:44, mynameismunka@gmail.com wrote:

>>

```

>>> Why is the behavior of the 'if' statement in idl like this? I
>>
>>> was under the impression putting nothing there is equivalent to
>>
>>> the logical_true() statment???!
>>
>>>
>>
>>>
>>
>>>
>>
>>> IDL> for i=0,10 do if i then print,'true' else print,'false'
>>
>>> false
>>
>>> true
>>
>>> false
>>
>>> true
>>
>>> false
>>
>>> true
>>
>>> false
>>
>>> true
>>
>>> false
>>
>>> true
>>
>>> false
>>
>>> IDL> for i=0,10 do if logical_true(i) then print,'true' else print,'false'
>>
>>> false
>>
>>> true
>>
>>> true
>>
>>> true
>>
>>> true
>>

```



```
>>> true
>>
>>> true
>>
>>> true
>>
>>> true
>>
>>> true
>>
>>> true
>>
>>>
>
> Thanks for the help.
>
```

But, you can change this behavior in selected routines with the `logical_predicate` compile option:

```
IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'
false
true
false
true
false
true
false
true
false
true
false
IDL> compile_opt logical_predicate
IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'
false
true
true
true
true
true
true
true
true
true
true
```

Mike
--

Michael Galloy
www.michaelgalloy.com
Modern IDL: A Guide to IDL Programming (<http://modernidl.idldev.com>)
Research Mathematician
Tech-X Corporation

Subject: Re: logical_true vs nothing in an if statment
Posted by [Paul Van Delst\[1\]](#) on Wed, 18 Sep 2013 21:37:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 09/18/13 16:22, Michael Galloy wrote:

```
>  
> But, you can change this behavior in selected routines with the  
> logical_predicate compile option:  
>  
> IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'  
> false  
> true  
> false  
> ...etc...  
> IDL> compile_opt logical_predicate  
> IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'  
> false  
> true  
> true  
> ...etc...
```

True (pun intended :o), and the OP should make sure the option is put in the procedure/function in question, not an IDL startup file!

Also, what if someone writes code based on the false/true ping-pong behaviour, and then gives the code to someone else that DOES have the logical_predicate option set in a startup file?

Would hilarity ensue?

Subject: Re: logical_true vs nothing in an if statment
Posted by [David Fanning](#) on Wed, 18 Sep 2013 22:06:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Paul van Delst writes:

```
> Also, what if someone writes code based on the false/true ping-pong  
> behaviour, and then gives the code to someone else that DOES have the  
> logical_predicate option set in a startup file?
```

>
> Would hilarity ensue?

Yes, but only for main-level programs. :-)

Cheers,

David

--

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: logical_true vs nothing in an if statment
Posted by [billfreeman44](#) on Wed, 18 Sep 2013 22:44:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Wednesday, September 18, 2013 3:06:49 PM UTC-7, David Fanning wrote:

> Paul van Delst writes:

>

>

>

>> Also, what if someone writes code based on the false/true ping-pong

>

>> behaviour, and then gives the code to someone else that DOES have the

>

>> logical_predicate option set in a startup file?

>

>>

>

>> Would hilarity ensue?

>

>

>

> Yes, but only for main-level programs. :-)

>

>

>

> Cheers,

>

>

>

> David

>

>
>
>
>
> --
>
> 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.")

I wonder how long it would take me to notice if someone slipped in the `logical_predicate` option into my startup file.

Subject: Re: `logical_true` vs nothing in an if statment
Posted by [wlandsman](#) on Thu, 19 Sep 2013 20:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I work with an IDL programmer who uses `LOGICAL_TRUE` *everywhere* including statements like

```
if LOGICAL_TRUE(Keyword_set(flag)) then setflag,...
```

He said he has been burned too many times before on the definition of "truth", so he always uses `LOGICAL_TRUE()` even in cases where it is unnecessary, such as when the variable can only take on the values 0 and 1.

His code drives me crazy... --Wayne

On Wednesday, September 18, 2013 5:37:04 PM UTC-4, Paul van Delst wrote:

```
> On 09/18/13 16:22, Michael Galloy wrote:  
>  
>>  
>  
>> But, you can change this behavior in selected routines with the  
>  
>> logical_predicate compile option:  
>  
>>  
>  
>> IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'  
>  
>> false  
>
```

```
>> true
>
>> false
>
> ...etc...
>
>> IDL> compile_opt logical_predicate
>
>> IDL> for i = 0, 10 do if i then print, 'true' else print, 'false'
>
>> false
>
>> true
>
>> true
>
> ...etc...
>
>
>
> True (pun intended :o), and the OP should make sure the option is put in
>
> the procedure/function in question, not an IDL startup file!
>
>
>
> Also, what if someone writes code based on the false/true ping-pong
>
> behaviour, and then gives the code to someone else that DOES have the
>
> logical_predicate option set in a startup file?
>
>
>
> Would hilarity ensue?
```

Subject: Re: logical_true vs nothing in an if statment
Posted by [Paul Van Delst\[1\]](#) on Tue, 24 Sep 2013 14:48:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 09/19/13 16:22, wlandsman wrote:

```
> I work with an IDL programmer who uses LOGICAL_TRUE *everywhere*
> including statements like
>
> if LOGICAL_TRUE(Keyword_set(flag)) then setflag,...
>
> He said he has been burned too many times before on the definition of
```

> "truth", so he always uses LOGICAL_TRUE() even in cases where it is
> unnecessary, such as when the variable can only take on the values 0
> and 1.
>
> His code drives me crazy... --Wayne

Ha.

I love the phrase:

'burned too many times before on the definition of "truth" '

Makes me feel sort-of (but not really) sympathetic towards lawyers.

Subject: Re: logical_true vs nothing in an if statment
Posted by [David Fanning](#) on Tue, 24 Sep 2013 14:51:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Paul van Delst writes:

> I love the phrase:
> 'burned too many times before on the definition of "truth" '

I thought this was the opening line to the novel Wayne's writing!

Cheers,

David

--

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.")
