
Subject: dictionary bug

Posted by [Helder Marchetto](#) on Wed, 29 Oct 2014 21:09:01 GMT

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Hi,

I've come across an awkward error using dictionaries and dot syntax.

The bug is pretty straight forward to reproduce, but the idl crashes hard. In windows 7, the window simply disappears and I'm left with a bug report.

#####

Disclaimer: If you test this code, I will not be responsible for any data loss or damages of any kind (pc burning, earthquakes, losses at the stock exchange,...) resulting!

#####

Here we go:

```
a = dictionary()
a['item'] = 0l
a.item++ ;source of the crash
```

using array syntax is ok:

a['item']++ instead works.

In case anybody is willing to try this... is this IDL 8.4 related or was it also the case in 8.3?

Any chance this gets repaired soon?

Cheers,
Helder

Subject: Re: dictionary bug

Posted by [Jim Pendleton](#) on Wed, 29 Oct 2014 21:32:14 GMT

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On Wednesday, October 29, 2014 3:09:02 PM UTC-6, Helder wrote:

> Hi,

> I've come across an awkward error using dictionaries and dot syntax.

> The bug is pretty straight forward to reproduce, but the idl crashes hard. In windows 7, the window simply disappears and I'm left with a bug report.

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> In case anybody is willing to try this... is this IDL 8.4 related or was it also the case in 8.3?
>
> Any chance this gets repaired soon?
>
>
> Cheers,
> Helder
```

Yoiks! That's still a critical bug in the recently-release 8.4.

Thanks for reporting it.

Jim P

Subject: Re: dictionary bug
Posted by [Fabzi](#) on Thu, 30 Oct 2014 07:51:45 GMT
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Hi Helder,

```
IDL> !VERSION
{
  ARCH: "x86_64",
  OS: "linux",
  OS_FAMILY: "unix",
  OS_NAME: "linux",
  RELEASE: "8.3",
  BUILD_DATE: "Nov 15 2013",
  MEMORY_BITS: 64,
  FILE_OFFSET_BITS: 64
}
```

```
IDL> a = dictionary()
IDL> a['item'] = 0l
IDL> a.item++
IDL> a
{
  "item": 0
}
```

```
IDL> a['item']++
% Type conversion error: Unable to convert given STRING to Long64.
% Detected at: $MAIN$
% Object reference expression not allowed in this context: A.
% Execution halted at: $MAIN$
```

Is this supposed to work in IDL 8.4 or in Windows?

Fabien

Subject: Re: dictionary bug
Posted by [Helder Marchetto](#) on Thu, 30 Oct 2014 07:55:19 GMT
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On Thursday, October 30, 2014 8:51:59 AM UTC+1, Fabien wrote:

```
> Hi Helder,
>
> IDL> !VERSION
> {
>   ARCH: "x86_64",
>   OS: "linux",
>   OS_FAMILY: "unix",
>   OS_NAME: "linux",
>   RELEASE: "8.3",
>   BUILD_DATE: "Nov 15 2013",
>   MEMORY_BITS: 64,
>   FILE_OFFSET_BITS: 64
> }
>
> IDL> a = dictionary()
> IDL> a['item'] = 0l
> IDL> a.item++
> IDL> a
> {
>   "item": 0
> }
> IDL> a['item']++
> % Type conversion error: Unable to convert given STRING to Long64.
> % Detected at: $MAIN$
> % Object reference expression not allowed in this context: A.
> % Execution halted at: $MAIN$
>
>
> Is this supposed to work in IDL 8.4 or in Windows?
>
> Fabien
```

Hi Fabien,
sorry I didn't specify the !Version:

```
IDL> !VERSION
{
  "ARCH": "x86_64",
  "OS": "Win32",
  "OS_FAMILY": "Windows",
  "OS_NAME": "MicrosoftWindows",
  "RELEASE": "8.4",
  "BUILD_DATE": "Sep272014",
  "MEMORY_BITS": 64,
  "FILE_OFFSET_BITS": 64
}
```

This sequence of commands crashes IDL:

```
IDL> a = dictionary()
IDL> a['item'] = 0l
IDL> a.item++
```

Whereas this works:

```
IDL> a = dictionary()
IDL> a['item'] = 0l
IDL> a['item']++
IDL> a
{
  "item": 1
}
```

I never tried this in 8.3 and I've uninstalled 8.3 already.

Cheers,
Helder

Subject: Re: dictionary bug
Posted by [Helder Marchetto](#) on Thu, 30 Oct 2014 09:26:02 GMT
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On Thursday, October 30, 2014 8:55:20 AM UTC+1, Helder wrote:
> On Thursday, October 30, 2014 8:51:59 AM UTC+1, Fabien wrote:
>> Hi Helder,
>>
>> IDL> !VERSION
>> {
>> ARCH: "x86_64",

```

>> OS: "linux",
>> OS_FAMILY: "unix",
>> OS_NAME: "linux",
>> RELEASE: "8.3",
>> BUILD_DATE: "Nov 15 2013",
>> MEMORY_BITS: 64,
>> FILE_OFFSET_BITS: 64
>> }
>>
>> IDL> a = dictionary()
>> IDL> a['item'] = 0l
>> IDL> a.item++
>> IDL> a
>> {
>>   "item": 0
>> }
>> IDL> a['item']++
>> % Type conversion error: Unable to convert given STRING to Long64.
>> % Detected at: $MAIN$
>> % Object reference expression not allowed in this context: A.
>> % Execution halted at: $MAIN$
>>
>>
>> Is this supposed to work in IDL 8.4 or in Windows?
>>
>> Fabien
>
> Hi Fabien,
> sorry I didn't specify the !Version:
>
> IDL> !VERSION
> {
>   "ARCH": "x86_64",
>   "OS": "Win32",
>   "OS_FAMILY": "Windows",
>   "OS_NAME": "MicrosoftWindows",
>   "RELEASE": "8.4",
>   "BUILD_DATE": "Sep272014",
>   "MEMORY_BITS": 64,
>   "FILE_OFFSET_BITS": 64
> }
>
> This sequence of commands crashes IDL:
>
> IDL> a = dictionary()
> IDL> a['item'] = 0l
> IDL> a.item++
>

```

```
> Whereas this works:
> IDL> a = dictionary()
> IDL> a['item'] = 0l
> IDL> a['item']++
> IDL> a
> {
>   "item": 1
> }
>
> I never tried this in 8.3 and I've uninstalled 8.3 already.
>
> Cheers,
> Helder
```

I just checked. This problem is not connected to the IDLDE, but it also occurs from the IDL command line.

Cheers,
Helder
