
Subject: Wrong documentation for BitGet()?
Posted by [penteado](#) on Tue, 03 May 2016 17:34:01 GMT
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Hello,

I was reading the help on the BitGet method,

https://www.harrisgeospatial.com/docs/idl_integer.html#BitGet

And it seems there is a typo. It says

Print the 3rd bit value of each element of an array:

```
num = INDGEN(8)
```

```
PRINT, num.BitGet( 3 )
```

IDL prints:

```
0 0 0 0 1 1 1 1
```

My experimenting indicates the argument of BitGet is the bit number, starting from zero, not from one as the help indicates. To get the 3rd bit, and obtain the result shown in the example, it seems it should be num.BitGet(2).

Is this correct or am I missing something?

Paulo

Subject: Re: Wrong documentation for BitGet()?
Posted by [wlandsman](#) on Tue, 03 May 2016 18:05:54 GMT
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Yes, it looks like the documentation might be been written before the IDL code was written ;-)

The situation is even worse for the .bitset method. Again, the documentation says that the bit position is 1-based whereas it is actually 0-based. But the documentation is also incorrect about how a vector of positions is applied.

The example is

```
IDL> num = [0, 0, 0, 0]
```

```
IDL> PRINT, num.BitSet([1, 2, 3, 4])
```

```
1 2 4 8
```

whereas what IDL actually displays is

```
30 30 30 30
```

The position vector applies to *every* element of the input array, setting them all to $2^1 + 2^2 + 2^3 + 2^4 = 30$

--Wayne

On Tuesday, May 3, 2016 at 1:34:02 PM UTC-4, Paulo Penteado wrote:

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> Paulo
