We've just upgraded from IDL 4.0 to 5.0 on an SGI O2 running under IRIX 6.3.

We use an in-house animation routine which does a 'pwd' at first and then changes to the path where the animation frames are found. The result of the 'pwd' is saved in a string variable and later, when trying to use this variable, we receive the message, "Rediculously long path truncated..."

How can we prevent this from occuring? And why is there such a limit?

Thanks,
david

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david gunter
http://www.mcs.anl.gov/people/gunter/

"When you are a Bear of Very Little Brain, and you Think of Things, you find sometimes that a Thing which seemed very Thingish inside you is quite different when it gets out into the open and has other people looking at it."
- A.A. Milne, "The House At Pooh Corner"