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Subject: Re: IDL5 and large structures: Program code area full  
Posted by [mgs](#) on Tue, 09 Dec 1997 08:00:00 GMT  
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In article <348D6C47.D40DC413@fz-juelich.de>, Theo Brauers  
<Th.Brauers@fz-juelich.de> wrote:

```
> This is a multi-part message in MIME format.  
> -----377E79574FBCF5D1D19D2A61  
> Content-Type: text/plain; charset=us-ascii  
> Content-Transfer-Encoding: 7bit  
>  
> Hi  
>  
> no problem with my IDL:  
>  
> IDL> help, !version, /structure  
> ** Structure !VERSION, 5 tags, length=40:  
> ARCH      STRING  'x86'  
> OS        STRING  'Win32'  
> OS_FAMILY  STRING  'Windows'  
> RELEASE    STRING  '5.0.2'  
> BUILD_DATE  STRING  'Jul 23 1997'
```

No problem with this IDL either:

```
IDL> help, !Version, /Str  
** Structure !VERSION, 5 tags, length=40:  
ARCH      STRING  'PowerMac'  
OS        STRING  'MacOS'  
OS_FAMILY  STRING  'MacOS'  
RELEASE    STRING  '5.0.3'  
BUILD_DATE  STRING  'Nov 4 1997'  
IDL> help, some_variable, /Str  
** Structure _REFIMA, 51 tags, length=786696:  
DISP      INT      Array[256, 256, 3]  
...
```

```
--  
Mike Schienle                      Interactive Visuals  
mgs@sd.cybernex.net                http://ww2.sd.cybernex.net/~mgs/
```

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Subject: Re: IDL5 and large structures: Program code area full  
Posted by [Alex Schuster](#) on Tue, 09 Dec 1997 08:00:00 GMT  
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Wow, I get fast responses today!

David Fanning helped me a lot when he wrote:

```
> [reasonably long structure snipped]
>
>> Can anyone using IDL 5.02 be so kind check if this works?
>
> Well, it certainly works as you describe when it is "pasted"
> onto the IDL command line, but why in the world would you
> be doing this?
```

This code is part of a script, which I invoke via @.  
The code I posted isn't the original code, I tried to make it more readable. In the original code, the variables (some\_variable, str80 etc.) are defined as system variables via DEFSYSV. I didn't like common blocks when I wrote the program, so I chose to use global system variables.

```
>> And, no, I
>> don't even think about modifying the program in any way.
>
> Well, I think I would modify it by adding an END statement
> and at least running it as a main-level program. At least
> then it will work. :-)
>
> IDL> .Run structure_def
```

Good idea! I really should have tried this myself.  
After some changes (I define the structure in the program, and then, outside, the system variable) the code now compiles completely, and works.

Thanks!

Alex

--

Alex Schuster    Wonko@weird.cologne.de    PGP Key available  
alex@pet.mpin-koeln.mpg.de

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Subject: Re: IDL5 and large structures: Program code area full  
Posted by [Theo Brauers](#) on Tue, 09 Dec 1997 08:00:00 GMT  
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---

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-----377E79574FBCF5D1D19D2A61  
Content-Type: text/plain; charset=us-ascii  
Content-Transfer-Encoding: 7bit

Hi

no problem with my IDL:

```
IDL> help, !version, /structure
```

```
** Structure !VERSION, 5 tags, length=40:
```

```
ARCH      STRING  'x86'  
OS        STRING  'Win32'  
OS_FAMILY STRING  'Windows'  
RELEASE   STRING  '5.0.2'  
BUILD_DATE STRING  'Jul 23 1997'
```

```
IDL> help, some_variable, /str
```

```
** Structure _REFIMA, 51 tags, length=786696:
```

```
DISP      INT      Array[256, 256, 3]  
DISP_3D   INT      Array[256, 256, 3]  
IDENT     INT       0  
IMAGE_TYPE INT       0  
FILENAME  STRING    "  
PIX       FLOAT     Array[3]  
DIM       INT      Array[3]  
DIM_OLD   INT      Array[3]  
NUM_PLANES INT       0  
START_PLANE INT      0  
FRAME     INT       0  
FRAME_OLD INT       0  
NUM_FRAMES INT      0  
GATE      INT       0  
GATE_OLD  INT       0  
NUM_GATES INT       0  
BED_POS   INT       0  
BED_POS_OLD INT      0  
NUM_BED_POS INT      0  
HEADER_SIZE LONG      0  
OFFSET    FLOAT     Array[3]  
ANGLES    FLOAT     Array[3]  
CENTER    FLOAT     Array[3]  
INTERPOLATION INT    0  
INV_FLAG  INT       0  
SCALE_FACTOR FLOAT    0.000000  
MIN       INT       0  
MAX       INT       0  
SCAL      INT      Array[2]  
DIFF      INT      Array[2]  
SURF      INT      Array[2]  
GRAD      INT      Array[2]  
CONT      INT      Array[2]
```

```

QUANT      FLOAT  Array[10]
NUM_CONTOURS  INT      0
CONTOUR_MODE  INT      0
SIGMA      FLOAT      0.000000
AVERAGE     INT  Array[3]
FILTER_TYPE  INT      0
KERNEL_SIZE  INT      0
COLOR_TABLE  INT      0
GAMMA      FLOAT      0.000000
VOX_FLAG     INT      0
RENDER_CONTROL  INT      0
VIEWPORT     INT  Array[3]
ROTATION     FLOAT  Array[3, 3]
SURF_LEVELS  INT  Array[2]
MASK         INT  Array[2]
INT_OFF      INT      0
INT_LEN      INT      0
ANNOTATION   STRING  "
IDL> help, !version, /structure
** Structure !VERSION, 5 tags, length=40:
ARCH        STRING  'x86'
OS          STRING  'Win32'
OS_FAMILY   STRING  'Windows'
RELEASE     STRING  '5.0.2'
BUILD_DATE  STRING  'Jul 23 1997'

```

```

IDL> help, some_variable, /str
** Structure _REFIMA, 51 tags, length=786696:
DISP        INT  Array[256, 256, 3]
DISP_3D      INT  Array[256, 256, 3]
IDENT        INT      0
IMAGE_TYPE   INT      0
FILENAME     STRING  "
PIX         FLOAT  Array[3]
DIM          INT  Array[3]
DIM_OLD      INT  Array[3]
NUM_PLANES   INT      0
START_PLANE  INT      0
FRAME        INT      0
FRAME_OLD    INT      0
NUM_FRAMES   INT      0
GATE         INT      0
GATE_OLD     INT      0
NUM_GATES    INT      0
BED_POS      INT      0
BED_POS_OLD  INT      0
NUM_BED_POS  INT      0
HEADER_SIZE  LONG      0

```

```

OFFSET      FLOAT  Array[3]
ANGLES      FLOAT  Array[3]
CENTER      FLOAT  Array[3]
INTERPOLATION  INT    0
INV_FLAG    INT    0
SCALE_FACTOR  FLOAT  0.000000
MIN         INT    0
MAX         INT    0
SCAL        INT    Array[2]
DIFF        INT    Array[2]
SURF        INT    Array[2]
GRAD        INT    Array[2]
CONT        INT    Array[2]
QUANT       FLOAT  Array[10]
NUM_CONTOURS  INT    0
CONTOUR_MODE  INT    0
SIGMA       FLOAT  0.000000
AVERAGE     INT    Array[3]
FILTER_TYPE  INT    0
KERNEL_SIZE  INT    0
COLOR_TABLE  INT    0
GAMMA       FLOAT  0.000000
VOX_FLAG     INT    0
RENDER_CONTROL  INT    0
VIEWPORT     INT    Array[3]
ROTATION     FLOAT  Array[3, 3]
SURF_LEVELS  INT    Array[2]
MASK         INT    Array[2]
INT_OFF      INT    0
INT_LEN      INT    0
ANNOTATION   STRING  "

```

Best Theo

Alex Schuster wrote:

```

>
> Hi there!
>
> There is this program, I didn't use it for a long time, and today I
> started it for the first time under IDL 5.02. I have heard about some
> strange bugs with structures containing many tags, but as I didn't have
> problems with IDL 4, I am surprised I got a 'Program code full error'.
>
> Any ideas? Hey, didn't RSI tell us all limitations are gone now? And why
> do I have more limitations than before?
>
> This is the code:
>

```

> ...  
-----377E79574FBCF5D1D19D2A61  
Content-Type: text/x-vcard; charset=us-ascii; name="vcard.vcf"  
Content-Transfer-Encoding: 7bit  
Content-Description: Card for Theo Brauers  
Content-Disposition: attachment; filename="vcard.vcf"

begin: vcard  
fn: Theo Brauers  
n: Brauers;Theo  
org: Forschungszentrum Juelich

email;internet: Th.Brauers@fz-juelich.de  
tel;work: +49-2461-61-6646  
tel;fax: +49-2461-61-5346  
x-mozilla-cpt: ich355.ich.kfa-juelich.de;2  
x-mozilla-html: FALSE  
version: 2.1  
end: vcard

-----377E79574FBCF5D1D19D2A61--

---

---

Subject: Re: IDL5 and large structures: Program code area full  
Posted by [davidf](#) on Tue, 09 Dec 1997 08:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Alex Schuster (alex@rosa.mpin-koeln.mpg.de) writes:

> There is this program, I didn't use it for a long time, and today I  
> started it for the first time under IDL 5.02. I have heard about some  
> strange bugs with structures containing many tags, but as I didn't have  
> problems with IDL 4, I am surprised I got a 'Program code full error'.  
>  
> Any ideas? Hey, didn't RSI tell us all limitations are gone now? And why  
> do I have more limitations than before?  
>  
> This is the code:

[reasonably long structure snipped]

> Can anyone using IDL 5.02 be so kind check if this works?

Well, it certainly works as you describe when it is "pasted"  
onto the IDL command line, but why in the world would you  
be doing this?

> And, no, I  
> don't even think about modifying the program in any way.

Well, I think I would modify it by adding an END statement  
and at least running it as a main-level program. At least  
then it will work. :-)

IDL> .Run structure\_def

Cheers,

David

---

David Fanning, Ph.D.  
Fanning Software Consulting  
E-Mail: davidf@dfanning.com  
Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: IDL5 and large structures: Program code area full  
Posted by [alpha](#) on Wed, 10 Dec 1997 08:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Alex Schuster <[alex@rosa.mpin-koeln.mpg.de](mailto:alex@rosa.mpin-koeln.mpg.de)> writes:  
> Hi there!

> There is this program, I didn't use it for a long time, and today I  
> started it for the first time under IDL 5.02. I have heard about some  
> strange bugs with structures containing many tags, but as I didn't have  
> problems with IDL 4, I am surprised I got a 'Program code full error'.

> Any ideas? Hey, didn't RSI tell us all limitations are gone now? And why  
> do I have more limitations than before?

this sounds like the "23.tag Error" from

DECEMBER 1996

The bug is registrated as an kernel-error of IDL.

pro fail

```
for te=1,105 do begin
  anzahl=te
  tname=strarr(anzahl)
```

```
for i=0,anzahl-1 do tname(i)='TN_'+strcompress(string(i),/remove_all)
```

```
ttyp=strarr(anzahl)
; zum ausuchen
ttyp(*)=""String-test""
ttyp(*)="fltarr(10)"
ttyp(*)="dcomplexarr(102)"
```

```
ziel=byte(0)
estring='ziel={'
for i=0,anzahl-1 do begin
  if i gt 0 then estring=estring+', '
  estring=estring+tname(i)+':'+ttyp(i)
endfor
estring=estring+'}'
```

```
if execute(estring) then begin
  print, 'Execute OK: ',te
endif else begin
  goto,abbruch
endelse
endfor
```

```
abbruch:
print, 'Execute failed at ',te
end
```

> Can anyone using IDL 5.02 be so kind check if this works? And, no, I  
> don't even think about modifying the program in any way.

perhaps we have to wait for 5.1

```
--
Panther in the Jungle
-BELIEVE AND DECEIVE-
http://www.ang-physik
.uni-kiel.de/~hendrik
```