
Subject: REPEAT BEGIN turns into & END... why?
Posted by [clovis21](#) on Fri, 21 Aug 1998 07:00:00 GMT
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Hello,

I'm trying to write an interactive version of the procedure in David Fanning's book that makes an iso-surface of a head (p. 125)

Anyway...

The compiler insist on reading my REPEAT BEGIN statement as an & END statement.

Why?

the script is attached. I know it won't work yet, as the value returned from the histogram isn't the right one, but that's a minor problem at the moment)

Chris

```
window, 1, xsize=400, ysize=400
```

```
head=loaddata(8)
s=size(head)
xs=s(1)-1
ys=s(2)-1
zs=s(3)-1
topcolor=!d.n_colors-1
```

```
histwindow=!d.window
```

```
Plot, Histogram(head), Max_Value=5000
```

```
window, 2, xsize=400, ysize=400
Empty
```

```
headwindow=!d.window
```

```
Shade_Volume, head, 50, vertices, polygons, /Low
Scale3, XRange=[0,xs], YRange=[0,ys], ZRange=[0,zs]
isosurface = PolyShade(vertices, polygons, /T3D)
LoadCT, 0, NColors=topColor+1
TV, isosurface
```

```

!Mouse.Button = 0

; get to right window

wset, histwindow

;create pixmap window and enter it

window, 3, /pixmap, xsize=400, ysize=400
tv, bytscl(histogram(head), top=topcolor-1)

pixwindow=!d.window

; return to the histogram

wset, histwindow

; Get initial cursor location. Draw cross-hair.

Cursor, col, row, /Device, /Down
PlotS, [col,col], [0,400], /Device, Color=topColor
print, col

; Loop.

REPEAT BEGIN

; Get new cursor location.

Cursor, colnew, rownew, /change, /Device

IF !mouse.button eq 1 then BEGIN

; Erase old cross-hair.

device, copy=[0,0,400,400,0,0,pixwindow]

; Draw new cross-hair.
print, col

col = colnew
row = rownew

ENDIF

IF !mouse.button eq 2 then BEGIN

```

```
; update head

;temporarily disabled
;wset, headwindow
;
;
;Shade_Volume, head, col, vertices, polygons, /Low
;isosurface = PolyShade(vertices, polygons, /T3D)
;TV, isosurface
;
;
;wset, histwindow
```

ENDIF

REP UNTIL !Mouse.Button eq 4

 ;Erase the final cross-hair.

```
wset, histwindow
device, copy=[0,0,400,400,0,0,pixwindow]
```

END

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Subject: Re: REPEAT BEGIN turns into & END... why?

Posted by [Joe\[2\]](#) on Fri, 21 Aug 1998 07:00:00 GMT

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```

>
> Chris

> REP UNTIL !Mouse.Button eq 4

Should this not be

ENDREP UNTIL ?

Joe Zawodny

Subject: Re: REPEAT BEGIN turns into & END... why?
Posted by [davidf7203](#) on Mon, 24 Aug 1998 07:00:00 GMT
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Joe Zawodny writes:

>> I'm trying to write an interactive version of the procedure in David
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>>
>> The compiler insist on reading my REPEAT BEGIN statement as an & END
>> statement.
>>
>> Why?

The purpose of a REPEAT statement is to perform the loop test
at the END of the loop, instead of at the beginning. Thus,
the correct syntax is:

REPEAT statement UNTIL test

For a multiple-statement REPEAT the syntax will look like this:

```
REPEAT BEGIN
  Statement1
  Statement2
ENDREP UNTIL test
```

Cheers,

David

-----== Posted via Deja News, The Leader in Internet Discussion ==-----

