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Subject: Re: unsigned int ? (was: 16 bit images?)  
Posted by [davidf](#) on Wed, 28 Oct 1998 08:00:00 GMT  
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Note: A copy of this article was e-mailed to the original poster.

Martin Schultz (mgs@io.harvard.edu) writes:

> Hi David,  
>  
> does this mean they'll introduce a new TYPE value and shift  
> strings, structures, pointers, etc. one up? "Oh jemineh !" (german) that  
> would mean a lot of rewriting ...

Nein. The new unsigned (16-bit) integer is type 12, followed by the 32-bit unsigned integer as type 13. Then the 64-bit integer at 14, with the new 64-bit unsigned integer as type 15.

Wow! 15 data types. Can't say RSI isn't listening to someone! :-)

Cheers,

David

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David Fanning, Ph.D.  
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Phone: 970-221-0438, Toll-Free Book Orders: 1-888-461-0155  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: unsigned int ? (was: 16 bit images?)  
Posted by [korpela](#) on Thu, 29 Oct 1998 08:00:00 GMT  
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In article <MPG.10a0dc4d233f00db9896e3@news.frii.com>, David Fanning <[davidf@dfanning.com](mailto:davidf@dfanning.com)> wrote:  
>> does this mean they'll introduce a new TYPE value and shift  
>> strings, structures, pointers, etc. one up? "Oh jemineh !" (german) that  
>> would mean a lot of rewriting ...  
>  
> Nein. The new unsigned (16-bit) integer is type 12, followed  
> by the 32-bit unsigned integer as type 13. Then the 64-bit  
> integer at 14, with the new 64-bit unsigned integer as type 15.

It does mean a lot of "Unsupported data type" messages from my LINKIMAGED

stuff once I start using the new types. I don't suppose we can convince them to put an IDL\_VERSION define in "external.h".

Eric

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Eric Korpela | An object at rest can never be  
korpela@ssl.berkeley.edu | stopped.  
<a href="http://sag-www.ssl.berkeley.edu/~korpela">Click for home page.</a>

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