
Subject: Unknown #INFO

Posted by [Luis Oliveira](#) on Wed, 11 Nov 1998 08:00:00 GMT

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Hi,

I have received this output from PRINT, when I passed it an array:

```
prf->tpfrdata::get(w='velocitycomponents')
  1.#INFO  1.#INFO  1.#INFO  1.#INFO  1.#INFO
1.#INFO  1.#INFO  1.#INFO
  1.#INFO  1.#INFO  1.#INFO  1.#INFO  1.#INFO
1.#INFO  1.#INFO
 -1.#INFO -1.#INFO -1.#INFO -1.#INFO -1.#INFO
-1.#INFO -1.#INFO -1.#INFO
 -1.#INFO -1.#INFO -1.#INFO -1.#INFO -1.#INFO
-1.#INFO -1.#INFO
  4.40000  3.80000  5.30000  9.80000  8.90000
9.30000  11.3000  4.70000
  6.90000  15.1000 -132.000 -40.9000 -66.7000
-126.800 -156.700
```

Please, if you have stepped already in this "1.#INFO" or "-1.#INFO" thing let me know,

Luis

Subject: Re: Unknown #INFO

Posted by [davidf](#) on Fri, 13 Nov 1998 08:00:00 GMT

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Hi Folks,

Here is a recent e-mail sent to me and posted with his permission from someone who **absolutely** knows what is going on here with this NAN business:

- > Different operating systems use different representations for
- > Nan and Infinity. Some, like Windows or HP-UX are quite bizzare, and not all
- > can be output and then input successfully, even on the platform that produces
- > them. This is all a function of the standard C library (stdio) on the given
- > platform. It has always been thus...
- >
- > For IDL 5.2, I pulled the reading and writing of this stuff into IDL
- > code rather than leaving it to the stdio on the target platform. That
- > accounts for the pleasing consistency that you've observed in IDL 5.2Beta.
- > There is a new keyword to PRINT and STRING (STDIO_NON_FINITE) that overrides

> this and allows the stdio to produce the native output. I don't expect many
> people to use this keyword, but it's there in case you have some other
> program on a given platform that understands (for example) "1.#INFO"
> but not "Infinity".
>
> I also made IDL on input understand all the various odd platform specific
> representations for this, so you can read a "1.#INFO" produced on a
> Windows box on other platforms (like say, Solaris) without any extra effort.
>
> A related improvement is that the FINITE function has new keywords
> ("INFINITY" and "NAN") to make dedecting them in a cross platform way
> easier.
>
> There's a section on this stuff in the "What's New" book, but most people
> have not seen it yet.

Cheers,

David

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