
Subject: Re: IDL5.2 and "corrupted descriptors"
Posted by [rpina](#) on Mon, 28 Dec 1998 08:00:00 GMT
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Mark Rivers wrote:

> In article <3687D882.6CAACF1@astro.ufl.edu>, "Robert K. Pina" <rpina@astro.ufl.edu> writes:
>> Hi,
>>
>> I have written some widget tools which I have been using with no
>> problems under IDL5.1 and 5.0 (and earlier) on a Windows NT 4.0 x86
>> platform. However, under IDL 5.2, I occasionally get the following
>> error message:
>>
>> %Array has a corrupted descriptor: "name"
>>
>> where "name" is the actual name of the array. There is no help
>> pertaining to "corrupted descriptors" in the documentation. I have been
>> unsuccessful in determining the cause of the error message. I kept my
>> IDL5.1 installation on the same host machine and the code runs with no
>> problems under 5.1. Any suggestions?
>
> Do your programs use "call_external" at all? That message typically happens
> when a call_external routine messes things with memory.
>
> Mark Rivers

Hi Mark,

No, the function which is producing the error does not use call_external. However, since you mention something messing with memory, the array which is passed to this function is manipulated using pointers in the calling program. Basically, the calling program is passed an input data array for which I create a pointer:

```
pdata = ptr_new(data)
```

where "data" is the input data array. After doing various things, I call the function (which produces the error) as

```
x = bad_function(*pdata, /misc_keywords)
```

I have also tried making a copy

```
y = *pdata
```

and then calling

```
x = bad_function(y,/misc_keywords)
```

but I get the same error. If I do something like

```
x = bad_function( randomn(seed,100),/misc_keywords)
```

it does not produce the error. So, you are right that it has something to do with memory manipulation, in this case through the use of pointers. What I don't understand is why the function worked with no problems under pre-5.2 versions.

Thanks for your input.

Robert

--

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