Subject: Misc. Bugs & Problems Posted by Steve Scheele on Wed, 24 Feb 1999 08:00:00 GMT View Forum Message <> Reply to Message

I am running IDL V5.2 on WinNT and have encountered the following bugs and problems. All have been discussed with RSI technical support.

Problem: Sort slows down considerably when sorting integer arrays containing many identical values.

Workaround: Add small-random values to the array before sorting - improves sorting by 40X

.*******

Bug: Passing a UINT array to REBIN crashes IDL

Workaround: Don't do that

.*****

Bug: Resizing a draw widget, flips vertical sliders up side down.

Workaround: Pass an initial value to the slider - this workaround is apparently machine/OS dependent. It didn't work for me.

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Problem: The IDL Code printer font size is proportional to, larger than, but not the same size as display font. There is no independent control over the printer font. Making the problem worse is fact that IDL prints line numbers with the code. I use a 10pt display size which results in an 11.5pt print size which runs the printed code off the right margin. As a result the IDL code printer is worthless to me.

Workaround: Use another program to print the code - large pain!

Problem: In spite of RSI documentation to the contrary, IDL has no true global variables.

Workaround: User defined system variables - RSI really doesn't like this workaround

Bug: RANDOMN has a bug which can cause HISTOGRAM (with a variable BINSIZE) to fail. When RANDOMN and HISTOGRAM are both in a long For loop, a "corrupt array descriptor" error message is eventually displayed. This bug is related to calling RANDOMN with an uninitialized or variable Seed.

Workaround: Pass BINSIZE as a string to HISTOGRAM .****** Problem: TrueType display fonts look lousy Workaround: None Subject: Re: Misc. Bugs & Problems Posted by Steve Scheele on Thu, 25 Feb 1999 08:00:00 GMT View Forum Message <> Reply to Message I'll give it a try. <menakkis@my-dejanews.com> wrote in message news:7b2mg7\$ua\$1@nnrp1.dejanews.com... > "Steve Scheele" <sscheele@scitor.com> wrote: >> Bug: Resizing a draw widget, flips vertical sliders up side down. >> >> Workaround: Pass an initial value to the slider - this workaround is >> apparently machine/OS dependent. It didn't work for me. > > I think I have a genuine workaround for NT. Using IDL 5.2 / WinNT, with a > widget that contains a menu, draw widget and vertical slider the full height > of the draw widget... I initially create the slider with: > sl=widget_slider(b0,min=0L,max=10000L,val=10000L,/suppress,u val=2,/vert) When > handling the main widget's resize call, I find I have to do: > widget control,sl,set slider max=0L,set slider min=10000L The astute reader > will notice that the min and max are now the reverse of what was used in > creation call, and that seems to balance out whatever happened to the poor > thing during the resize. (Well, on NT at least.) I think it keeps on > working too (i.e., for any further resizes). > Peter Mason > -----= Posted via Deja News, The Discussion Network ==-----Search, Read, Discuss, or Start Your Own > http://www.dejanews.com/

Subject: Re: Misc. Bugs & Problems
Posted by Steve Scheele on Thu, 25 Feb 1999 08:00:00 GMT

- < Problem: Sort slows down considerably when sorting integer arrays
- > containing many identical values. (on NT)
- > Note that this seems to be platform dependent.

Yes - It is also my understanding that Sort uses the sort algorithm that is native to the particular OS. I had thought that Sort used quick sort. However, quick sort slows down considerably when sorting arrays already in (mostly) sorted order. My testing failed to show this particular problem.

- < Bug: Resizing a draw widget, flips vertical sliders up side down.
- < Workaround: Pass an initial value to the slider
- > Could somebody give a tiny example of this I'm not exactly clear on what this means.

RSI's workaround is to build the slider with an explicit value, i.e.

End

Slider = Widget_Slider(TLB, Maximum=100, Minimum=0, /Vertical, Value=50)

This didn't work for me. Apparently both the problem and workaround are IDL version and OS (and OS version) specific. My test code worked proberly using IDL V5.1 on both NT and SUN/Solaris.

Subject: Re: Misc. Bugs & Problems

Posted by steinhh on Fri, 26 Feb 1999 08:00:00 GMT

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Steve Scheele wrote:

> The test case I have been using is;

[...]

- > ;following causes the slider to flip 180 deg., putting the min value at
- > :top and the max value at the bottom
- > Widget_Control, Draw, Draw_XSize=75

[...]

Doesn't happen on my machine... I always get minimum value at bottom, on { alpha OSF unix 5.2 Oct 30 1998} with Mwm...

Regards,

Stein Vidar

Subject: Re: Misc. Bugs & Problems
Posted by David Kastrup on Fri, 26 Feb 1999 08:00:00 GMT
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"Steve Scheele" <sscheele@scitor.com> writes:

- > < Problem: Sort slows down considerably when sorting integer arrays
- >> containing many identical values. (on NT)

>

>> Note that this seems to be platform dependent.

>

- > Yes It is also my understanding that Sort uses the sort algorithm
- > that is native to the particular OS. I had thought that Sort used
- > quick sort. However, quick sort slows down considerably when
- > sorting arrays already in (mostly) sorted order. My testing failed
- > to show this particular problem.

Only naive quicksort slows down on sorted elements. The usual variant is the median of three quicksort picking the pivot from a median of first, last and middle element of a range. The most inefficient configuration for this sort is pretty hard to come up by design, but is also O(n^2).

When you are using the GNU C library, qsort really reverts to a mergesort method unless memory is scarce.

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