Subject: Re: IDL5 and large structures: Program code area full
Posted by R. Bauer on Wed, 17 Dec 1997 08:00:00 GMT
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Alex Schuster wrote:

> Wow, I get fast responses today!
>
> David Fanning helped me a lot when he wrote:
>
>> [reasonably long structure snipped]
>>
>>> Can anyone using IDL 5.02 be so kind check if this works?
>>
>> Well, it certainly works as you describe when it is "pasted"
>> onto the IDL command line, but why in the world would you
>> be doing this?
>
> This code is part of a script, which I invoke via @.
> The code I posted isn't the original code, I tried to make it more
> readable. In the original code, the variables (some_variable, str80
> etc.) are defined as system variables via DEFSYSV. I didn't like common
> blocks when I wrote the program, so I chose to use global system
> variables.
>
>>> And, no, I
>>> don't even think about modifying the program in any way.
>>
>> Well, I think I would modify it by adding an END statement
>> and at least running it as a main-level program. At least
>> then it will work. :-)
>>
>> IDL> .Run structure_def
>
> Good idea! I really should have tried this myself.
> After some changes (I define the structure in the program, and then,
> outside, the system variable) the code now compiles completely, and
> works.
>

An other way is to make a procedure from it e.g.

```
pro some,some_variable
some_variable = {_refima,              $
       disp          : intarr (256, 256, 3), $
       disp_3d       : intarr (256, 256, 3), $
       ident         :   0,          $
```

```
      image_type      :   0 }
end
```

The main program can compile it by resolve_routine and use execute in this way.

```
pro main
resolve_routine,'some'
a=execute('some,some_variable')
help,some_variable,/str

end
```

I would prefer this solution because I don't like storing unused variables or common blocks

--
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