
Subject: Re: Q: Calling .PRO from a program
Posted by [davidf](#) on Tue, 19 May 1998 07:00:00 GMT
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Martin Fuhrer (martin.fuhrer@computer.org) writes:

```
> I'm running IDL V5.0.2 WIN32 under WIN95 and I am writing a
> widget-based program. At some point my program calls another IDL program
> with keywords and parameters stored in local variables. I expected the
> program to behave like:
> IDL> myDirectory = 'C:\RSI\myData'
> IDL> ImageOut, myDirectory
> but it won't!
>
> For details see below:
> ..
> If (cpy eq 0) Then Begin
>   kwd1 = 'HCOPY=0'
>   ..
> EndIf Else Begin
>   kwd1 = 'HCOPY=1'
>   ..
> EndElse
> ;call other idl program (EM.PRO) with keyword now
> EM, kwd1
```

Programs should be called in widget programs exactly the way they are called on the IDL command line. For example, on the IDL command line you call your EM program like this:

```
IDL> EM, HCOPY=1
```

You should do the same in your widget code:

```
If (cpy eq 0) Then EM, HCOPY=0 Else EM, HCOPY=1
```

It is possible to create keywords as strings, but then you need to "execute" the command string, like this:

```
command = 'EM'
keyword = 'HCOPY=1'
ok = EXECUTE(command + ',' + keyword)
```

You can find more information about things like this on my web page or (especially) in my IDL Programming Techniques book.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
