Subject: Re: static variable mayhem Posted by Theo Brauers on Tue, 12 May 1998 07:00:00 GMT

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```
Hi:
```

```
you may the following:
FUNCTION foo, x
COMMON foo, called
; look if called is defined, what ever value it has!
IF n elements(called) EQ 0 THEN BEGIN
: define called
   called=1
   RETURN, x-1
ENDIF
RETURN, x+1
END
I hope it solves your problem.
Theo
T Bowers wrote:
>
> Hi.
> I'm trying to do something very simple, but IDL 5.02 is fighting me. I'm
> trying
> to have what would be a static variable in c/c++ in a function set as a flag
 that it is initialized when i come in, like so:
>
> function foofunc, x
   ;In c/c++ I would put this next line to init my flag the 1st time this fn
> is called
  : from foopro below.
   ;static int firstTimeInFooFunc = 1; ;Set to 1 ONLY the 1st time foofunc
> called
   if (firstTimeInFooFunc) then begin
>
     firstTimeInFooFunc = 0; Set so this'll never happen again on subsequent
>
> calls
     return, x = x - 1
> endif $
   else return, x = x + 1
> end
> pro foopro
```

```
x = foofunc(0)
   print, x
>
> x = foofunc(x)
> print, x
   x = foofunc(x)
   print, x
   return
> end
> the output I want is:
> -1
> 0
> 1
>
> I tried:
> function foofunc, x
  common CBlock, firstTimeInFooFunc = 1
> ...
>
> but IDL won't let me initialize firstTimeInFooFunc like this.
> Then I thought probably IDL would initialize it for me automatically to 0.
> So i just changed the code to:
>
> ...
> function foofunc, x
   common CBlock, firstTimeInFooFunc
                                           :I think this'll init to 0
>
>
   if (NOT firstTimeInFooFunc) then begin ;init'd to 0, so I'll just NOT
> the bastard
    firstTimeInFooFunc = 1;Set so this'll never happen again on subsequent
>
> calls
    return, x = x - 1
>
> endif $
>
> No such luck. It compiles, but when I single step to this line, I get
> % Variable is undefined: FIRSTTIMEINFOOFUNC (CBLOCK).
> % Execution halted at: FOOFUNC blah, blah, blah
> I'm *sure* I'm missing something here. Doesn't IDL have static variables?
> Can anybody help, please?
```