
Subject: Re: resetting structs

Posted by [R. Bauer](#) on Mon, 27 Jul 1998 07:00:00 GMT

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don shad wrote:

> Thanks for you reply. Unfortunately it is not what I was hoping
> to hear.
>
> If a structure cannot be redeclared, does this mean that I have
> to leave the IDLDE every time I want to make a change to any of
> my classes? In my mind, that seriously reduces the usability of
> the development environment. Is it possible to reset the DE
> and have it forget my classes?
>
> thanks again,
>
> don

For a moment I thought temporary(struct) will do the job, but unfortunately idl remembers the previous syntax of struct.

Where did it store these information?

If it's done in a common block I'd like to know where it is?

--

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