
Subject: Re: Global variables and IDL

Posted by [davidf](#) on Wed, 14 Apr 1999 07:00:00 GMT

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Rose (rmlongfield@my-dejanews.com) writes:

> My problem is that this tool of mine is getting rather complicated (read:
> messy) and I have three WIDGET_CONTROL, GET_UVALUE statements at the
> beginning of many of my event handlers, because I have several info pointers
> which hold information that I need. (One each from the event ID, top and main
> info) Maybe I am just dis-organized, but it seems to be getting out of hand.

Humm. I've been there before too. And to tell you the truth, I've even thought about COMMON blocks a time or two. (I never told anyone COMMON blocks are evil. I've just tried to live my life as if they were. :-)

But in the end I just either reorganized my program (usually with some kind of object at the heart of it) or I just turned the whole mess over to Dick, who is far and away the better programmer, and went back to work on the theory section of my damn book. :-(

> I am wondering whether using a COMMON statement for a set of
> variables or data arrays that aren't changing would not be such a bad idea.
> What about using constants such as PI or earth radius? Where can they be
> defined once and then used throughout a program ? I am considering putting
> my data in a COMMON statement so that I can get to it in an easy way (i.e.
> without `(*infoPtr).dataArrPtr` type statements all over the place)

I'm sympathetic. I really am. I'm more sympathetic to constants. (PI by the way is available via a system variable.) I'm really loath to put data in common because then you really do lose the ability to use more than one instance of your program at a time. On the other hand, how many versions of a program like ENVI do you really want running?

> It is this or re-writing the tool from scratch (which it really needs if only
> I could find the time).

My daddy used to say, "No time to do it right. Plenty of time to do it over." :-)

Cheers,

David

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