
Subject: Re: Variables higher on the stack
Posted by [Carsten Dominik](#) on Fri, 23 Apr 1999 07:00:00 GMT
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"R.Bauer" <R.Bauer@fz-juelich.de> writes:

```
> Carsten Dominik wrote:
>
>> Hi everyone.
>>
>> I am wondering: can I print the value of variables higher up on the
>> calling stack? In IDLDE version 5.2 this is possible with the
>>
>> "Move up the call stack" and "Move down the call stack" icons.
>>
>> Can I do something similar from the command line or does this use an
>> internal feature of IDL which is not accessible to the ordinary user?
>>
>> - Carsten
>>
>> --
>
> Result = RECALL_COMMANDS()
>
```

Thanks, but that is not what I mean. I mean this:

```
pro test
  x=1
  test1
end
```

```
pro test1
  x=2
  stop
end
```

When I run "TEST", the program execution stops at the STOP statement in the test1 procedure. When I then ask for the value of X with

```
print,x
```

I get 2, the value of x in the procedure TEST1.

For debugging purposes it can be useful to ask what x was (1) in the calling procedure TEST. The answer should be one (1).

In IDL5.2, in the devellopment environment you can ask such a question. When you press the "up stack" button, the variable list shows the value of x in TEST. When you press the "Down stack" button, you get back to the value in TEST1.

However, PRINT always says x is 2, even when the variable display is showing values higher on the stack (which I would consider a bug).

I would like to know if there is a magic command to read the values of variables higher on the calling stack, or if this is only possible in idlde because it uses some internal stuff not available at the command prompt.

I am asking because I would like to support stack motions also with the Emacs IDL modes.

- Carsten

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