

---

Subject: Re: Can this be done using CALL\_FUNCTION?  
Posted by [Struan Gray](#) on Thu, 09 Mar 2000 08:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

edward.s.meinel@aero.org writes:

- > How many of you started using the HANDLE\_\* routines
- > as soon as IDL4 came out?

Guilty as charged. Fanning? Who he? :-)

When I first started programming in IDL I was porting a large microscope control and analysis program from Unix IDL to run on cheap machines like Macs and PCs. Working my way through that spaghetti gave me a deep and abiding hatred of common blocks. 4.0, and the ability to hang dynamic data structures off a single system variable was like manna from heaven.

The only problem with objects is that the possibilities are endless, and it's easy to get lost footling around with high-level abstract objects when what you really need is something to draw a single red dot \*today\*. Objects are certainly here to stay, and even if your users see no benefits you as a programmer will find your life made much easier once you start to use them. Your looping procedure is an almost exact copy of the classic situation used in most textbooks to show the advantages of Object-orientation.

Of course, you should think hard about whether you have the maturity to cope with the screaming crowds of nubile IDL object groupies...

Struan

---