
Subject: Re: get variables name

Posted by [John-David T. Smith](#) on Wed, 05 Apr 2000 07:00:00 GMT

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David Fanning wrote:

>

> R.Bauer (R.Bauer@fz-juelich.de) writes:

>

>> I like to know the name of a variable which is submitted as input to a

>> procedure

>>

>> e.g

>>

>> pro test,var

>> help,var

>> end

>>

>> a=1

>> test,a

>>

>> Is it possible to get inside test the information that test was called

>> with a.

>

> My life is totally out of control at the moment, so I haven't

> had the opportunity to write this up for my web page, but

> here is part of a correspondence I recently received from

> Paul Woodford, an IDL user, concerning the undocumented

> ROUTINE_NAMES function:

>

> routine_names(variables=0) - variable names at current level

> routine_names(variables=1) - variable names at main level

> routine_names(variables=2) - variable names at one level down from main

> routine_names(variables=-1) - variable names at one level up from current

> routine_names(variables=-2) - variable names at two levels up from current

>

> But wait, that's not all... Take a look at how routine_names is used in

> gethelp - you can use routine_names to actually fetch a variable from a

> different level. For instance, if you have a variable named 'blah' one

> level up from your current level, you can get it using

>

> blah_here = routine_names('blah', fetch=-1)

>

< wise cautionary matter clipped >

But wait... that's still not all!

By poking around in the library, I found:

```
pro foo,a
  print,routine_names(a,/ARG_NAME)
end
```

```
IDL> foo,x
X
```

pretty cool. And this is the coolest... I've been asking for this for years...
easy to abuse, but oh so useful for sending variables to the command-line and
widget program...

Try this:

```
pro foo,a
  g=12
  print,routine_names("gvar",g,STORE=1)
end
```

```
IDL> foo
1
IDL> help
% At $MAIN$
GV      INT      =      12
```

Cool! This is the symmetric form of fetch, and I guess just returns 1 on
success. Finally I can create variables for later storage on the command line
within widget apps! Or what I mean to say... hmmph... I mean... don't play with
matches... bad dog...

JD

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```
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```
