
Subject: Re: ROUTINE_NAMES and other magic
Posted by [R.Bauer](#) on Tue, 18 Apr 2000 07:00:00 GMT
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Craig Markwardt wrote:

> One thing that ROUTINE_NAMES() (**note) cannot do is *add* variables
> to another level. If the variable exists, then you can muck as much
> as you want with it, but if it doesn't exist, sorry.

You can add variables to another level.
Try this!

```
PRO DEEPSTOP, level
  IF level EQ 1 THEN BEGIN
    level = ROUTINE_NAMES(/LEVEL)
    varName = 'A'
    void = ROUTINE_NAMES(varName, STORE=(level+1), 8)
  ENDIF
  IF level EQ 2 THEN begin
    print,a
    STOP
  end
  deepstop, level + 1
END
```

```
IDL> deepstop,1
IDL>      8
IDL> % Stop encountered: DEEPSTOP      9
```
