
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.
>
> Oh, another funny thing. Try this recursive procedure:
>
> PRO DEEPSTOP, level
>   if level EQ 2 then stop
>   deepstop, level + 1
> END
>
> and then run it with
>
> deepstop, 1
>
> % Stop encountered: DEEPSTOP          2 /dev/tty
> IDL> help
> % At DEEPSTOP          2 /dev/tty
> %   DEEPSTOP          3 /dev/tty
> %   $MAIN$
> LEVEL      INT      =      2
> Compiled Procedures:
>   $MAIN$ DEEPSTOP
> Compiled Functions:
>
> Okay, this is fine. We've stopped two recursive levels down. But
> then if we try to set a variable like this:
>
> IDL> a = 1
>
> a = 1
>   ^
> % Unable to add local variable to recursively active program unit: DEEPSTOP
>
>
```

Dear Craig,

I have no problems.

help,!version,/str

** Structure !VERSION, 5 tags, length=40:

```
ARCH      STRING  'x86'
OS        STRING  'Win32'
OS_FAMILY STRING  'Windows'
RELEASE   STRING  '5.3.1'
BUILD_DATE STRING  'Feb 23 2000'
```

deepstop,1

IDL> help

% At DEEPSTOP 2 C:\home\icg105\idl\20000418\deepstop.pro

% DEEPSTOP 3 C:\home\icg105\idl\20000418\deepstop.pro

% \$MAIN\$

A INT = 1

LEVEL INT = 2

Compiled Procedures:

\$MAIN\$ DEEPSTOP

Compiled Functions:

IDL> help,a

A INT = 1

R.Bauer
