Subject: ROUTINE_NAMES and other magic Posted by Craig Markwardt on Mon, 17 Apr 2000 07:00:00 GMT View Forum Message <> Reply to Message

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 = 1a = 1

% Unable to add local variable to recursively active program unit: DEEPSTOP

Freaky! It's probably not meaningful in most situations; only when you have recursive procedures which define dynamic variables via EXECUTE(). Just thought it was cute.

Craig

^{**}note - ROUTINE_NAMES() is the recently discussed magical function which allows one to manipulate variables at other call levels

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