Subject: Re: include files in IDL programs
Posted by Nando lavarone on Fri, 17 Nov 2000 08:00:00 GMT
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## Randall Skelton wrote:

```
> Hello all,
```

>

- > This is a longshot but is there any way to have an 'include file' in IDL.
- > i.e. I have a data structure which is rather complicated (and big in type)
- > and I don't want to see it in every program/subroutine that I write. Is
- > there anyway just to have it included with a simple '#include blah.pro' or
- > somthing similar?

>

> Thanks in advance,

>

> Randall

If you have a file containing code (as batch), you can use the '@filename' to include that codes in your program.

If the case of strucured data type, it coul be better to use the \_\_define procedure.

For example suppose you have the structure:

```
struct = {structTest, $
pippo: 0L,$
pluto: lonarr(5)}
```

In the first case if you have the file "struct.definition", in your code you can insert that lines using: @struct.definition It works as "#define " of C. IDL simply replace the @struct.definition with the contents of the file.

In the second case you can have the file "structTest\_\_define.pro", containing the declaration of your struct:

After structTest\_\_define.pro compilation, in your code you can use the statement

myStruct = {structTest}.

The difference between the two techniques is that in the first case struct is your variable; in the second one you define a "new data type" structTest that you can use to "declare" all variables you need:

```
myStruct1 = {structTest}
myStruct2 = {structTest}
```

myStruct1 and myStruct2 are two different variables of the same type.

bye.