
Subject: Re: Global Variable

Posted by [Pavel A. Romashkin](#) on Mon, 01 Oct 2001 15:33:30 GMT

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Martin,

The following URL points to a tiny file that does what you want.

http://spot.colorado.edu/~romashki/idl/single_set.sav

You can see basic description by typing

`SINGLE_SET, /HELP`

To set a global variable, use

`SINGLE_SET, 'The_Name', My_State[, /NO_COPY]`

To read it, use

`My_State = SINGLE_GET('The_Name'[, /NO_COPY])`

To kill it:

`SINGLE_KILL, 'The_Name'`

There is no limit on the number of named global variables.

If you did not keep track of global pointers using `GET_HANDLE` then

`HEAP_GC` will be able to kill them, as they exist as dangling references.

In this case, call to `SINGLE_GET` will re-create the named global variable, but, of course, not its contents.

However, they are accessible via `SINGLE_GET` at any time.

Cheers,

Pavel

Disclaimer: I do not support using global variables. Provided procedure was only written as an alternative to using `COMMON` blocks for those rarest cases when widget programs are absolutely independent but benefit from being aware of each other.

Martin Downing wrote:

>

> Reimar,

>

> If this is to be a global variable, do you have a cunning method of locating

> and identifying this variable off the heap?

>

> Martin
