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Subject: Re: Global Variable

Posted by [R.Bauer](#) on Mon, 01 Oct 2001 09:53:21 GMT

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Martin Downing wrote:

```
>
> First comment is to only use global variables sparingly, sometimes they are
> appropriate but try not to rely on them to make programming simpler.
> I know of three ways, the SYSTEM variables are fully global, and may be user
> defined, COMMON BLOCK variables are shared between those routines which
> include a
> declaration for the common block, these are very suitable for those programs
> where you cant find a way of writing your code without creating global
> variables, but do not want the variables to be seen by any old routine.
>
> system variable eg:
> -----
> IDL>filepaths = {tag:"FILEPATHS", bin:bin)
> IDL>defsysv, '!fpaths',filepaths ; a variable for local paths
>
> now you can use this variable from anywhere in your code as:
>
> IDL> print, !fpaths.bin
> d:\martin\bin\
> -----
>
> For common block variables you need a block identifier then a list of
> variables in the block. Note that the order is all that is relevent and that
> the first declaration defines the size of the block: eg
>
> pro foo
>   COMMON  FOO_COMMON_VARIABLES, a,b,c,d
>   a = "first"
>   b="second"
>   c="third"
>   d="fourth"
>   print_foo
> end
>
> pro print_foo
>   ; note later calls do not have to decare all block variables
>   COMMON  FOO_COMMON_VARIABLES, d,c,var3
>   print, d
>   print, c,
>   print, var3
> end
>
> the result of calling this procedure is demonstrates that there is no
```

- > association between variable names in the common block just the variable
- > order.
- > IDL> foo
- > first
- > second
- > third
- >
- > -----
- > Lastly there is a \*really\* nice way of passing around all the 'global'
- > variables you need in your widget programs using get/set\_uvalue which. This
- > is my favourite tip learnt from David's books so I shall leave him to
- > describe. In essence you call:
- > WIDGET\_CONTROL, base, SET\_UVALUE=info\_structure
- > WIDGET\_CONTROL, event.top, GET\_UVALUE=info\_structure
- >
- > cheers
- >

The fourth way is to use Pointers

```
value=10
ptr=ptr_new(value)
```

help, \*ptr

Reimar

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Reimar Bauer

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a IDL library at Forschungszentrum Juelich  
[http://www.fz-juelich.de/icg/icg1/idl\\_icglib/idl\\_lib\\_intro.html](http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html)

<http://www.fz-juelich.de/zb/text/publikation/juel3786.html>

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read something about linux / windows  
<http://www.suse.de/de/news/hotnews/MS.html>