Subject: Re: global variables in IDL
Posted by Pavel A. Romashkin on Fri, 28 Dec 2001 16:39:45 GMT
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JD Smith wrote:

> This objection, though oft-repeated, is somewhat unfounded, I think.
> The chief problem with common blocks for global state data is that only
> a single such block exists. For example, if you store the widget id of
> a button in:
>
> common mywidget, mybutton
> mybutton=widget_button(base,value='Foo')
>
> Then `mybutton' will be the *only* button that can exist for your
> program in a single IDL session.

Oh geez. Did I ever advocate a primitive way of using Common blocks? All I was saying is, if you want to not have *any* common blocks, then you will have them if you use Xmanager.

> XManager does use common blocks, but, by design, it uses them
> intelligently. Instead of overwriting common block variables, it
> maintains global lists of all the widgets it needs to manage

Absolutely. This is why I am saying that if one needs any sort of global access in IDL, Common blocks are the way to go. I myself chose this way when I needed random global access (http://spot.colorado.edu/~romashki/idl/display.pro). But if you absolutely hate them, there are other ways.

As a matter of fact, I now think I found a way to achieve all the intelligencee of Xmanager style of Common usage but having nothing more than a Long integer in one Common variable. I will post the code when it is past the idea stage just to get input from the NG.

Cheers,
Pavel