Subject: Re: global variables in IDL Posted by Gert on Thu, 27 Dec 2001 01:02:48 GMT

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David,

thanks for the tip - I could off course do it this way, but then i need to pass the pointer around to anyone who might need it. What i wanted to is

pro Widgetpro,

widgetID = getIDofGlobalswidget WIDGET_CONTROL, widgetID, GET_UVALUE=sGlobals, /NO_COPY

print, sGlobal.threshold

... end

is this possible? How can I do the 'getIDofGlobalswidget'?

Gert

"David Fanning" <david@dfanning.com> wrote in message news:MPG.16926460c37f95ec9897bb@news.frii.com...

- > Gert (gert.van.de.wouwer@NO_SPAMpandora.be) writes:
- >> I want to keep some global variables in an IDL program containing different
- >> widgets without having to pass the variables each time a new base widget is
- >> created. It can be done with common blocks, but then you can have only 1
- >> instance of the program running.
- >> I was thinking of creating a widget (called Globals) and copy the variables
- >> in a struct to its uvalue. If another widget then wants these variables,
- >> need to get a widget identifier to Globals and retrieve the struct. But how
- >> can I get this widget identifier?

> It's odd, isn't it, how good ideas keep being rediscovered

> over and over again. :-)

>

```
It sounds like what you need is, uh, a pointer!
>
   IDL> info = Ptr_New({all_your_stuff_in_here}, /No_Copy)
>
>
> Then, when you create your widgets, you simply
  pass the pointer to each program that needs it:
>
    IDL> widget_program_1, info
>
    IDL> widget_program_2, info
>
    IDL> widget program 3, info
>
>
> The syntax of using pointers to structures is a little
  weird until you get used to it:
>
>
    TV, (*info).image, Order=(*info).order
>
>
> Alternatively, you can create your pointer in the first
> widget program, and pass it to the other programs that
> are called from the first, etc. There are lots of ways
 to do it, but all rely on a pointer of some sort.
>
> Cheers,
>
> David
> --
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> Coyote's Guide to IDL Programming: http://www.dfanning.com/
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