
Subject: Re: global variables in IDL

Posted by [David Fanning](#) on Tue, 25 Dec 2001 17:25:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

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, I
> 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

--

David W. Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438, E-mail: david@dfanning.com

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Toll-Free IDL Book Orders: 1-888-461-0155
