
Subject: Re: EGAD! A common block question.....

Posted by [Pavel A. Romashkin](#) on Thu, 23 May 2002 16:00:00 GMT

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paul wrote:

>

> I realize common blocks are kind of a nasty subject around here,
> anyway, I'm a newbie to this whole IDL thing, so here is my
> question.....

Allright, caught cheating. How'd you know that common blocks are nasty if you were so new to IDL and this group? :-)

Anyway, like David said, there's nothing wrong with commons. There may be a lot of inefficiency though with how one uses them :-)

> I have multiple widget based tools that need to share properties
> (mostly directories and such), my first thought was to create a common
> block that holds a hashtable. Upon initialization, properties are
> read from a file and set in the common block. Also I wanted each tool
> to be able to set its own properties into the common block, therefore,
> the hashtable can grow with each tool initialization. This process
> seems to work fine in the development environment, but not in the
> runtime environment. Any suggestions? Comments? Alternatives?

Again, in this sort of environment one thing I can suggest is trying not to use common blocks for storing properties of widgets. Use a State structure. If you are feel like you are up to it, use a State object or a static shared pointer - if your widgets contain a lot of data to be shared. Use common block only to pass information about *where* that State is, not *what* it is.

Good luck,

Pavel
