
Subject: Re: EGAD! A common block question.....
Posted by [David Fanning](#) on Thu, 23 May 2002 14:10:42 GMT
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paul (psisk@ball.com) writes:

- > The initialization routine for the common block is a procedure.
- > Basically there is a wrapper around the common block, the tools simply
- > call a procedure <Properties, filename> to initialize it. When data
- > is needed they call the function <PropertiesGet, prop>. It seems that
- > whenever a new tool loads properties, it destroys any other properties
- > in the common block, but only in the runtime environment.

Strange. I don't know what to make of that. But
the whole common block thing sounds like a red herring
to me.

- > I've tried another implementation using a system variable, although I
- > have not had a chance to test it. Are system variables less error
- > prone than common blocks?

Error prone!? I don't think of common blocks as error
prone. I think of them as "limiting in the context of
widget programs". I doubt the problem is with common
blocks, though. I'd be looking somewhere else. Where,
I'm not sure, since my knowledge of the whole system
is so limited. :-(

You may have to call in a professional consultant,
but be prepared to pay the big bucks. No one wants
to look at someone else's code. :-)

Cheers,

David

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