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

Posted by [psisk](#) on Fri, 24 May 2002 15:34:56 GMT

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"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote in message news:<3CED11FF.1A2E0026@hotmail.com>...

> 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.....

>

> Alright, 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 :-)

>

Ok so I've done a bit of wandering around here the past week or
so.....

Anyway, I guess my question boils down to: Are there any fundamental differences between IDL in the development environment and IDL in the runtime environment. I have noticed in other posts that the !Path variable is not defined in runtime, though this does not affect my application...are there any other quirks?

Thanks again, paul.
