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......

>

- > 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 :-)

>

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.