
Subject: Re: Delete COMMON

Posted by [mperrin+news](#) on Mon, 27 Oct 2003 23:59:35 GMT

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trouble <the_cacc@hotmail.com> wrote:

> mperrin+news@cymric.berkeley.edu (Marshall Perrin) wrote in message
news:<[bnjhb4\\$24t7\\$1@agate.berkeley.edu](mailto:bnjhb4$24t7$1@agate.berkeley.edu)>...

>>

>> Why do you need to delete the common block? Would deleting all the variables

>> in it be sufficient? See, e.g. [delvarx.pro](#):

>> http://astro.uni-tuebingen.de/software/idl/astrolib/misc/del_varx.pro

>>

>> - Marshall

>

>

> Yes, all I need to do is delete the variables. Problem is, it's only

> used deep within a couple of routines, yet I want to destroy it in the

> top level calling function.

>

> It's just so unbearably *painful* to put the COMMON from the numerical

> code into the GUI code and then delete it! COMMON blocks have feelings

> too, you know.

I agree that needlessly proliferating common blocks is no good. I see two ways out of this situation: One, rewrite the code to not use common blocks. This may be more of a hassle than it's worth; the way I do this is to stick all the state into some struct, which then gets passed around as needed. The problem is that if you expect variable-sized data, you have to convert everything over to use pointers to access it.

Alternatively, and almost certainly vastly easier, is to modify the parts of your code that has this common routine to have an initialize() or clear() function of some kind, which would itself be called from the top level GUI. That's probably what I would do in your situation...

- Marshall
