
Subject: Re: Modal dialog - returning values
Posted by [JD Smith](#) on Mon, 21 Mar 2005 20:56:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Mon, 21 Mar 2005 11:40:49 -0700, David Fanning wrote:

> JD Smith writes:
>
>> Well, no, but I've just heard the old rag "you can't use common blocks to
>> run more than one copy" so many times, that I had to be a contrarian ;).
>
> Well, contrarian is one thing, confusitarian is something else.
> I think a good rule is something like "Don't **ever** point a gun
> at something you don't intend to shoot." Later, when you have
> some experience, you might see a need to modify the rule in
> light of certain in-laws, etc. But explaining the nuances up
> front seems problematic to me.
>
> I went through a short period with my teaching in which
> I thought it was important to explain nuances (for example,
> with filled contour plots). Now, I'm back to not bothering
> unless someone notices something is very, very wrong. Three-
> quarters of the people won't notice the problem anyway, and
> if they do, there is always something to read on my web page.
>
> And, anyway, without the nuances we can usually get to the
> part where we have to write a real IDL program, and then the
> fun **really** starts! :-)

Well, my reply was really for **your** benefit, mostly because you are so fond of the Hard-and-Fast-Rule-that-Can-Never-be-Broken, such as "you can **never** know if a keyword was **used** or not" ;). So I have to admit it has become a perverse pleasure of mine to seek out and expose these old wives tales & urban legends of IDL. It's a bit like fishing really. I cast one in every now and again, and occasionally somebody bites. Consider yourself hooked.

JD

P.S. Nuance-free recommendation to the original poster:

Don't use common blocks in widget programming. Bad. Do use objects. Good. Repeat: common blocks bad, objects good.
