
Subject: Re: Scope_VarFetch Bug or Feature?
Posted by [Foldy Lajos](#) on Tue, 14 Feb 2006 22:23:00 GMT
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Hi David,

well, you can check it first:

```
help, out=s, (Scope_VarFetch(names[j], Level=1, /Enter))
if strpos(s, 'UNDEFINED =') gt 0 then print, 'Undefined'
```

(you can't retrieve an undefined variable, but you can get a reference to it :-)

And I think the ENTER keyword works, it just creates an undefined variable :-) You can create a defined variable by

```
(Scope_VarFetch('something_new', Level=1, /Enter))=0
```

regards,
lajos

On Tue, 14 Feb 2006, David Fanning wrote:

```
> Folks,
>
> Here is a short test program and main-level program:
>
> ,*****
> ,
> PRO test
>
>   names = Scope_Varname(Level=1,Count=varcount)
>   FOR j=0,varcount-1 DO BEGIN
>     Print, 'Fetching variable ' + names[j] + '...'
>     mainvar = Scope_VarFetch(names[j], Level=1, /Enter)
>     Help, mainvar
>   ENDFOR
>
> END
>
> a = 5
> b = c
> test
>
> END
> ,*****
> ,
```

>
> Compile and run the main-level program. Yes, it will
> cause an error. Don't worry about it. :-)
>
> When the error occurs, you will have two variables at
> the main level (LEVEL=1 in SCOPE_ parlance), a and b.
> The variable a is equal to 5 and b is undefined.
>
> Now, just type "test" and the test program runs.
> It will find both variables at the main level.
> But, as far as I can tell there is no way to learn
> anything more about the variables unless I retrieve
> them. BUT, I can't retrieve an undefined variable.
> It causes an error. :-(
>
> (According to the documentation the ENTER keyword should
> cause a variable with the name I am trying to fetch (b, in
> this case) to be created at the main-level, but this
> doesn't seem to work either. At least I still get the error.
> This DOES seem like a bug to me.)
>
> This is all causing me some heartburn, because I need to
> retrieve variables at a particular level and save them.
> All works well unless I try to retrieve undefined variables,
> and in this particular application, I cannot assume there
> won't be undefined variables.
>
> Does this seem like a bug to you, or a feature? Is the
> only alternative to CATCH the error?
>
> Cheers,
>
> David
>
> --
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>
