
Subject: Re: eval

Posted by [Braedley](#) on Wed, 04 Oct 2006 19:12:53 GMT

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Maarten wrote:

> Dometz wrote:

>> PS: If I call a function with EXECUTE, is there a way to get the return
>> value?

>

> execute, well, executes a full statement. If you set the string to
> "retVal = function(...)", then after the call the local variable retVal
> will hold the result of the function call.

>

> Maarten

>

> (PS, there are many good reasons to try to avoid execute, call_xxx
> offer more flexibility, and far more speed. Perhaps if you give more
> details of what you want to achieve, and why it is hard to use the
> call_xxx variants, we can offer suggestions.)

Sometimes it's not possible to avoid using execute, especially for
event driven programs (and I have accepted this for one of my widget
programs), but often you can use call_xxx to do most of what you want
execute to do. Also, I brought this up a little earlier here.

[http://groups.google.com/group/comp.lang.idl-pvwave/browse_t
hread/thread/16508f93c875a044?tvc=2](http://groups.google.com/group/comp.lang.idl-pvwave/browse_thread/thread/16508f93c875a044?tvc=2)

Cheers
Braedley
