Subject: Re: Return UNDEFINED from a function
Posted by David Fanning on Fri, 13 Oct 2006 02:52:36 GMT
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Mark Hadfield writes:

> Spoken like a true IEP!
>
> For what purpose have you used this feature, David?

I use it with text widgets when I want to know if the
user actually typed something into the text widget.
Maybe they cleared the text that was there, but
didn't type anything else. This is hard to check for
because the text isn't really *there*, if you know
what I mean.

Here, for example, is code from FSC_INPUTFIELD:

```
  IF String(testValue) EQ "NULLVALUE" THEN BEGIN
    Ptr_Free, self.theValue
    self.theValue = Ptr_New(/Allocate_Heap)
  ENDIF ELSE *self.theValue = testValue
```

I return self.theValue, which I guess technically
is NOT an undefined variable, but is a pointer to
an undefined variable. But I can test it to see if
it is undefined.

Humm. Maybe this isn't *exactly* what Ed was complaining
about, but I still don't think it is a bug. :-)

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")