Subject: Re: globalization of variables
Posted by David Fanning on Mon, 06 Nov 2006 14:45:51 GMT
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Sven Ohmann writes:

> in the code below I want to use the variable voxel_a0 globally. That
> means, when I try after compilation (successful) to run the program I
> got the message:
>
> variable is undefined : voxel_a0
>
> In principle I want that after starting the program after pressing the
> 'apply_button' (eventhandler=3Dapplydata_event) the variables should be
> stored globally in the structure pState, so that when proceeding the
> program in the subprogram efgalc1_computedim I want to use them again,
> and later on in other functions or subprograms as well. Any idea ?

The variable isn't created yet when you are storing it
in your state pointer. It is only created *after* the
program runs. So, when you create the state pointer you
have to put "dummy" data there to hold the place for the
real data to be stored there later.

I typically store something there that I would recognize
as "not filled yet". For integers this might be the
number -999, for example. For floating point numbers is might
be !Values.F_NAN. If you have a pointer field
that you don't *know* how to fill, or if what you are
going to fill it with will vary in size or type, then,
of course, you "hold the space" with a null pointer.

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.")