

Folks,

I realize you don't much like to play games (I'm thinking back to the "Yo mama's so ..." thread), but you have no idea how hard it is to come up with new topics for my IDL Tips page every week. (Especially so because I try to understand what I write and make available, which pretty much rules out 4/5 of what I read on this newsgroup.)

Anyway, I was sitting here wondering why we don't have any beer in the house again, and it occurred to me that I should have a page listing the 10 or 15 most common IDL programming errors with their solutions. But I can only think of three.

Here are the three errors I most commonly see in IDL programs.

1. IDL programs are named incorrectly. The last program module in the file should have the same name as the file. Utility modules in the file should start with the name of the "command" (or last) module to make clear their purpose.
2. `KEYWORD_SET` is used to check whether a keyword is "used" or "defined". This function should only be used with binary keywords. (I plan to avoid all nuance with this list, and just go with black and white pronouncements.)
3. People draw graphics willy-nilly in widget programs without having the faintest idea which window their graphics might show up in.

What would be on your list? Of course, typos are assumed. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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