Subject: Re: what to make of read_interfile.pro ?
Posted by David Fanning on Wed, 29 Oct 2008 14:37:01 GMT
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Mike writes:

> In the code, there is a structure that handles image headers. Each
> header has widget_base associated with it and the uvalue for that that
> base is used to store the header data value. There is another
> widget_base uvalue that is used to handle valid choices. This is in
> an entirely non-gui procedure by the way. At the end of the
> procedure, there is a loop that "widget_control, /destroy"s the
> widget_bases.
>
> Anyone have an idea of why the author might have made that choice?
> Were there no pointers in 1993?   Maybe the original author
> (Goldstein) just wanted to toy with us here in the future?
>
> Anyway, out of respect/fear/queasiness, I think I may let this
> procedure rest in peace and write a header cleaner/fixer to stick in
> between reading the header and interpreting it.

Ah, fond memories... :-)

Yes, before pointers there were "handles" in IDL, and before
handles, there were user values of unrealized top-level base
widgets. I can't remember now if I got this idea from Josh,
or he got it from me. I probably got it from him, because
he was an amazing programmer. But I know I was the one who
started advertising it. And I remember David Stern coming
to me one time after reading about "Using Pointers in IDL"
on one of my IDL course brochures to find out just what the
hell I was teaching people out there. The rest is history. :-)

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.")