On 12/20/10 9:03 PM, Paulo Penteado wrote:


Hi,

> One of the main reasons I do not use object graphics is their reliance
> on global variables - especially those that do not get reset with
> a .reset_session. I usually object to global variables on any
> situation, as they make the results dependent on the environment, not
> just the code the user writes / receives (and, particularly, dependent
> not just on the routine calls).

I see what you mean.  I wonder if this is a case we can resolve that
automatically - have the FSC_Defaults function check for the system
variable !FSC_Defaults and if it isn't there then load it.  I can't
imagine that it adds much to overhead except the first time it is called
each session.


```
Function FSC_Default, what, value, SET = set, _REF_EXTRA = extra

  DEFSYSV, "!FSC_Default", EXISTS = ok
  IF (~ok) THEN BEGIN
 RESTORE, <path-to-FSC_Defaults.pref>, RESTORED_OBJECTS = objs
 DEFSYSV, "!FSC_Default", objs[1]
  ENDIF

  IF (KEYWORD_SET(set)) THEN $
    return, !FSC_Default->Set(what, value, _EXTRA = extra) ELSE $
    return, !FSC_Default->Get(what, _EXTRA = extra)

END;
```


> Also, it is awkward to use
> simultaneous instances of things that rely on (the same) global
> variables.

I'm a little fuzzy on this.  How might this occur?

Cheers,
Ben

P.S.  Isn't it grand thinking up things for David to do?  Puts me in the

holiday spirit!