
Subject: Re: Happy Reasons to use IDL 8.1
Posted by [pgrigis](#) on Wed, 25 May 2011 14:32:06 GMT
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On May 25, 8:32 am, David Fanning <n...@idlcoyote.com> wrote:
> FÖLDY Lajos writes:
>> It is not an IDL 8.1 feature. I think it was present in IDL 1.0, too.
>
> Yes, I'm sure it was, too. And maybe we have just
> learned over the years to not create variables
> named, say "bytsc1", but I have a feeling there
> are a lot more people than just me who have
> variables named "image", and when that causes
> your programs to not work in what appear to be
> completely arbitrary ways (the program ran
> 10 minutes ago!!), then I think it is going
> to cause deep consternation (not to say
> animosity) toward the software.

Right - this is exactly the same reason I had troubles
with a function called "limits" in solarsoft that conflicted
with similarly named variables.

When I teach a student to use IDL the first thing I tell
them is to chose 2 or 3 letter initials to represent themselves
and write *all* their programs using the naming convention
xyz_****.pro

I think it's time for ITTVIS to follow this rule by reserving
a few initial letter clusters, and use that for any future new
function, or finally bite the bullet and enforce array indexing
with square brackets - either way we can't have any more name space
pollution.

Ciao,
Paolo

>
> I'm just saying this is not the first time
> these new graphics function names have
> given me a LOT of trouble. :-(
>
> Cheers,
>
> David

>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:<http://www.idlcoyote.com/>
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
