Subject: Re: Physical constants in IDL with !CONST
Posted by David Fanning on Thu, 20 Dec 2012 17:08:44 GMT

Chris Torrence writes:

> Yes, using some sort of object is a possibility.
>
> But, not to throw out a bombshell, but... what if we were to change !C to be the constant? It's currently used for some very old (stupid) purpose like holding the min/max index from the last call to min/max.
>
> Does anyone have any code that relies on this?!

God help the boys at NASA who are still running IDL 1.0
on some of their machines! But, yes, I'm all in favor of
using !C as the constant system variable. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")