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Subject: Re: IDL command line access from inside a widget?

Posted by [David Fanning](#) on Sat, 12 Jan 2013 03:02:48 GMT

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Matthew Argall writes:

> What I would do is create an object for your data and write a function to return the object reference. Then, generates your gui and give your object reference as an input.

>

> When you run your function from the command line, the object reference will be returned to the main level and you will be able to access the properties of your object as well as interact with your GUI.

>

> Sort of complicated to explain, but I have done it and it is not that bad...

This is not a bad idea, since you at least have some kind of control over what the user can do with the data through the object interface.

Giving the user carte blanche, even if it were possible (it's not), is a recipe for complete and utter disaster. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

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

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

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