
Subject: Re: include files in IDL programs
Posted by [thompson](#) on Fri, 17 Nov 2000 08:00:00 GMT
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Randall Skelton <rhskelto@atm.ox.ac.uk> writes:

> Hello all,

> This is a longshot but is there any way to have an 'include file' in IDL.
> i.e. I have a data structure which is rather complicated (and big in type)
> and I don't want to see it in every program/subroutine that I write. Is
> there anyway just to have it included with a simple '#include blah.pro' or
> something similar?

> Thanks in advance,

> Randall

Randall:

The way includes are done is with a "@" sign at the beginning of a line,
followed by the name of the file. Note that you can't have *any* spaces in
front of the "@" sign. For example,

```
PRO FXBREAD, UNIT, DATA, COL, ROW, NOSCALE=NOSCALE, VIRTUAL=VIR, $  
  DIMENSIONS=DIMENSIONS, NANVALUE=NANVALUE, ERRMSG=ERRMSG, $  
    NOIEEE=NOIEEE
```

```
@fxbintable  
ON_ERROR, 2  
ON_IOERROR, HANDLE_IO_ERROR  
<etc>
```

inserts the contents of the file fxbintable.pro (in !PATH) into the program at
that point.

William Thompson

Subject: Re: include files in IDL programs
Posted by [Nando lavarone](#) on Fri, 17 Nov 2000 08:00:00 GMT
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Randall Skelton wrote:

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> Randall

If you have a file containing code (as batch), you can use the '@filename'
to include that codes in your program.

If the case of structured data type, it could be better to use the `__define`
procedure.

For example suppose you have the structure:

```
struct = {structTest, $  
          pippo: 0L,$  
          pluto: lonarr(5)}
```

In the first case if you have the file "struct.definition",
in your code you can insert that lines using: `@struct.definition`
It works as "#define " of C. IDL simply replace the `@struct.definition` with
the contents of the file.

In the second case you can have the file "structTest__define.pro", containing
the declaration of your struct:

```
pro structTest__define  
  
    struct = {structTest, $  
              pippo: 0L,$  
              pluto: lonarr(5)}  
  
end;
```

After structTest__define.pro compilation, in your code you can use the
statement

```
myStruct = {structTest}.
```

The difference between the two techniques is that in the first case struct is

your variable; in the second one you define a "new data type" structTest that you can use to "declare" all variables you need:

```
myStruct1 = {structTest}  
myStruct2 = {structTest}
```

myStruct1 and myStruct2 are two different variables of the same type.

bye.

Subject: Re: include files in IDL programs
Posted by [ngls](#) on Fri, 17 Nov 2000 08:00:00 GMT
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If you're only interested in this for a structure, try using IDL's "automatic structure definition".

If you create a PROCEDURE with the same name as the structure, but followed by __DEFINE (that's two underscores) and save it as a .pro with the same name then IDL will look for this file the when it encounters a reference to your undefined structure. Running the code will then define the structure.

The example the online help:

```
PRO mystruct__define  
  tmp = { mystruct, a:1.0, b:'string' }  
END
```

We use it all the time and it works a treat. The same method is used for object definition.

Justin

rhskelto@atm.ox.ac.uk (Randall Skelton) wrote in
<Pine.LNX.4.21.0011171001370.11594-100000@mulligan.atm.ox.ac.uk>:

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