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
- > somthing 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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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 strucured data type, it coul 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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