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Subject: global variables in IDL

Posted by [Gert](#) on Tue, 25 Dec 2001 13:57:45 GMT

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Hi,

I want to keep some global variables in an IDL program containing different widgets without having to pass the variables each time a new base widget is created. It can be done with common blocks, but then you can have only 1 instance of the program running.

I was thinking of creating a widget (called Globals) and copy the variables in a struct to its uvalue. If another widget then wants these variables, I need to get a widget identifier to Globals and retrieve the struct. But how can I get this widget identifier?

Any help is appreciated...

Gert

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