Subject: Re: globalization of variables
Posted by David Fanning on Mon, 06 Nov 2006 14:45:51 GMT
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## Sven Ohmann writes:

- > in the code below I want to use the variable voxel\_a0 globally. That
- > means, when I try after compilation (successful) to run the program I
- > got the message:

>

> variable is undefined : voxel\_a0

>

- > In principle I want that after starting the program after pressing the
- > 'apply\_button' (eventhandler=3Dapplydata\_event) the variables should be
- > stored globally in the structure pState, so that when proceeding the
- > program in the subprogram efgalc1\_computedim I want to use them again,
- > and later on in other functions or subprograms as well. Any idea ?

The variable isn't created yet when you are storing it in your state pointer. It is only created \*after\* the program runs. So, when you create the state pointer you have to put "dummy" data there to hold the place for the real data to be stored there later.

I typically store something there that I would recognize as "not filled yet". For integers this might be the number -999, for example. For floating point numbers is might be !Values.F\_NAN. If you have a pointer field that you don't \*know\* how to fill, or if what you are going to fill it with will vary in size or type, then, of course, you "hold the space" with a null pointer.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

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

Subject: Re: globalization of variables

Posted by David Fanning on Mon, 06 Nov 2006 14:49:14 GMT

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Sven Ohmann writes:

> in the code below I want to use the variable voxel\_a0 globally.

I forgot to mention this in my last post, but here is an article that you might want to read to improve your IDL programs even more

http://www.dfanning.com/tips/namefiles.html

Cheers,

David

--

David Fanning, Ph.D.

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

Subject: Re: globalization of variables Posted by taejon on Tue, 07 Nov 2006 15:26:36 GMT

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Thank you very much for your help, it worked!!! I am going to read the article today in the evening

regards

sven

David Fanning wrote:

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- >
- >> in the code below I want to use the variable voxel\_a0 globally.
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- > an article that you might want to read to improve your
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>

>

- > http://www.dfanning.com/tips/namefiles.html
- > Cheers,
- \_
- > David

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>
> --
```

- > David Fanning, Ph.D.
- > Fanning Software Consulting, Inc.
- > Coyote's Guide to IDL Programming: http://www.dfanning.com/
- > Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: globalization of variables Posted by taejon on Tue, 07 Nov 2006 15:26:53 GMT

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Thank you very much for your help, the program worked!! I am going to read the article today in the evening

regards

sven

```
David Fanning wrote:
```

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- >> in the code below I want to use the variable voxel\_a0 globally.
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- >
- Cheers, >
- >
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