
Subject: Re: resetting structs

Posted by [Vap User](#) on Fri, 24 Jul 1998 07:00:00 GMT

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don shad <dschad@frontiernet.net> writes:

You can't redefine a named structure within one session of IDL. Once you define it, it's fixed for that session. You must exit IDL (or IDLDE in your case), start up another session, then redefine. You see the error when you attempt to actually execute the code contained in the junk__define.pro or try to execute it's equivalent at the command line. There is no compilation error because it is not an error to compile a module that defines a structure different from the one you currently have defined, only to execute that module. Since you seem to be working with Objects, which require a named structure, you're out of luck.

The rule of thumb is, avoid named structures unless you really need them. Working with Objects is a case of the latter.

whd

```
>
> hi,
>
> (it has been a long road just getting a message to
> post to the news group).
>
> how does one re-declare a struct in the IDLDE? if i
> create
>
> struct = {junk, data:0}
>
> but later decide that i want to do
>
> struct = { junk, mydata:0 }
>
> i either get an error (if in the ide commandline), or
> if i do this in a "junk__define.pro" and use a ".compile
> junk__define.pro", i get no change in my structure.
> this has caused no end of pain for me.
>
> i have been unable to find any help from either the FAW
> or the documentation on this problem (^R doesn't do it
> either).
>
```

> any help would be much appreciated.
>
> thanks very much,
>
> don schad
> hydroqual.com
> -----
> Brought to you sloooooooooowly by Frontier Communications,
> the Intermittent Service Provider.

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I don't speak for JPL, it doesn't speak for me.
Well, not all the time, at least.
William Daffer <vapuser@haifung.jpl.nasa.gov>
