
Subject: Re: writing a structure with pointers

Posted by [lbryanNOSPAM](#) on Thu, 16 Jul 1998 07:00:00 GMT

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On Wed, 15 Jul 1998 20:35:13 -0600, davidf@dfanning.com (David Fanning) wrote:

> Lisa Bryan (lbryan@arete-az.com) writes:

>

>> Could someone tell me the easiest way to do the following.

>>

>> state = {...big long huge structure with many substructures and lots

>>

>> of pointers all over the place....}

>> writeu,unit,state

>>

>

> The alternative, of course, is to SAVE the structure. SAVE
> will store the pointers along with the data they point to, so
> that all can be RESTORED later. This is not always my preferred
> solution, since it is not guaranteed to work with IDL upgrades
> and variables that are not named carefully can be a problem.
> I can imagine that pointer variables might be even more
> difficult to handle than normal variables.

>

> Absent RSI adding some capability to WRITEU, how about you
> let us know when you have this program written, Lisa. :-)

>

> Cheers,

>

> David

Thanks David and Martin,

I might use the save/restore option for the time being and save the recursive procedure for another day (Not that it didn't sound like a fun challenge!). Thanks for giving me a good direction. Since my most immediate desire is to be able to have a user of my GUI be able to revert the data entry fields to a given point in time, it looks like save/restore will do that (given the cautions that David mentioned). Am I correct in understanding that since I have no external information on the format of these files, they cannot be accessed except through the IDL RESTORE command nor ammended in any way?

Lisa

