Subject: Re: Help: Pointer

Posted by davidf on Fri, 02 Apr 1999 08:00:00 GMT

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VU KHAC Tri (tvk@info.fundp.ac.be) writes:

```
> In C, I can write:
>
> void XXX ()
> {
> int C = 4;
> int *pC;
> pC = &C; /*pC points to C*/
> }
> I cannot find out how to do this in IDL ?
IDL> c = 4
IDL> pC = Ptr_New(/Allocate_Heap)
IDL> *pC = c
```

But most people would just to this:

$$IDL> pC = Ptr_New(c)$$

To destroy the pointer (and the thing it points to), be sure to do this when you are finished:

```
IDL> Pointer_Free, pC
```

If you are writing a widget program you can clean up your pointers in the CLEANUP procedure you assign to your top-level base with the XMANAGER command.

Cheers,

David

P.S. People may be interested to know that a book is winging its way to Tri today. :-)

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

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