
Subject: Re: Help: Pointer

Posted by [davidf](#) on Fri, 02 Apr 1999 08:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 do 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. :-)

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155
