
Subject: Re: universal structure editor progress
Posted by [Dyer Lytle](#) on Wed, 28 Apr 1999 07:00:00 GMT
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Hi,

I forgot to mention anything about how the code I just posted works. I guess Real IDL Programmers (TM) would just read the code and figure it out but since I am not one of those talented few, here is how it works (in brief!).

Somewhere in your program you call `structedit` and pass it your structure

```
structedit,info      ; pass structedit the 'info' structure
```

`Structedit` will show the structure tags and what they point to. To descend into an array or a substructure click on "what it points to", that is something in the second column, and pick "descend" from the 'file' menu. This will pop up another window whose type depends on what the substructure or array looks like. If it is another structure you will get another window just like the one already on the screen, if it is a big 2-d array it will try to display it as an image, if it is a small 2-d array it will show a spreadsheet, if it is a 1-D array you will see a slider widget you can use to select entries. If it is higher dimension than a 2-D array you will get a widget that allows you to select a dimension-1 hyperplane, etc. Appropriate subwidgets also have the select and descend function. A complex structure can fill your screen with widgets. Have fun! (remember, it doesn't edit anything yet!)

Any and all improvements, comments, whatever, are very welcome!

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