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Subject: Re: Temporary variables still checked out  
Posted by [Peter Mason](#) on Wed, 26 May 1999 07:00:00 GMT  
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philaldis@geocities.com wrote:

<...> Every time I run it, if I hit the okay button,  
> I get the message from IDL 'Temporary variables still checked out', or  
> at least it's virtually like that, after the program exits.  
<...>  
> I don't know what's going on, but is it something to do with the  
> structures and passing by value etc.

Phil, you're essentially doing your assignment to a temporary variable when you do something like (structure.member)=val instead of structure.member=val. The brackets tell IDL to evaluate their contents, and this incurs the creation of a temporary variable. The assignment is lost when the temp variable is destroyed, and you get that inscrutable "programmer's revenge" error message in lieu of a warning that something hasn't worked out quite as you might have expected.

> ((\*info.ptr)).optIndex[i,\*] = 0  
=> Instead of this, try (\*info.ptr).optIndex[i,\*]=0; etc.

Things DO get a bit unsettling when (structures of) pointers to structures are involved, but a bit of command line action will normally clarify IDL's workings with brackets soon enough. (Basically, you must restrict your bracketing to just the pointer component(s).) There was quite a bit of discussion about all this some time back (at least a year) on the NG. As I recall, Stein Vidar pretty much sussed out how it all works - it may be worth your while searching a news archive for this thread.

Peter Mason

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