
Subject: Re: Indexing structures of different type
Posted by [David Foster](#) on Tue, 22 Jun 1999 07:00:00 GMT
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Donglai Gong Rm3110 x1569 wrote:

>
> Hi, does anyone know how to index structures of different types in IDL?
>
> REPLICATE won't work since it creates an array of the same structure, so
> I'm thinking of doing a structure of structures. However I don't know
> how to index them for use in a loop. Thanks in advance.
>
> Donglai Gong

Use an array of pointers and index that array:

```
struct_ptrs = ptrarr(10, /allocate_heap)
```

```
*struct_ptrs[0] = struct1
```

```
*struct_ptrs[1] = struct2
```

```
...
```

```
(*struct_ptrs[0]).tag1 = ...
```

Check out the docs for PTRARR, PTR_NEW, PTR_FREE, and PTR_VALID.

Also look at TAG_NAMES and the use of tag *numbers* instead of names when accessing structure elements.

Dave Foster

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