
Subject: Re: Conflicting Data structures

Posted by [davidf](#) on Tue, 29 Jun 1999 07:00:00 GMT

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Dirk (dfabian@my-deja.com) writes:

> This was it! I had defined the structure with a
> name (i'm not sure why) and somehow that caused
> the conflict. Can anyone tell me what the purpose
> of having a named structure versus an anonymous
> structure might be?

Named structures are much easier to use sometimes, since the **definition** of the structure is stored inside of IDL. So, if I make a structure like this:

```
a = {EMPLOYEE, name:", age:0, salary:0.0}
```

Then, I can get one of those "things" named EMPLOYEE like this:

```
b = {EMPLOYEE}
```

And IDL knows that b is that kind of a structure with three fields, name, age, and salary and it knows how those fields are defined. I don't have to reproduce this information each time I make another EMPLOYEE structure.

In general, use named structures for structures whose fields are not likely to ever change. Use anonymous structures for all the rest.

> It doesn't seem like the
> named structures are as versatile - you certainly
> can't destroy them and re-fill them with new
> information.

Anything that will be changing inside of a structure should be implemented with a pointer, regardless of whether you are using Named or Anonymous structures. If done this way, "re-filling" them is not difficult at all.

> Sometimes.. i just want to pinch IDL.

Humm. I don't think we want to bring up this subject in **this** group. Please take this over to alt.comp.fetish. :-(

Cheers,

David

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