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Subject: Pointers

Posted by [rleejoice](#) on Mon, 09 Aug 1999 07:00:00 GMT

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Been using IDL for a year. Want to expand into what I feel are three last topics of interest; pointers, widgets, and object graphics.

I've read the entire pointer section of the help file and have the following question:

What are pointers used for in IDL. I only precieve that they lead to the new object paradyme. Is this correct? I use structures in most of my programming and pass the complete structure to the appropaite procedures. I suppose I could creat a pointer to a structure, but since IDL passes structures by reference, what is the need?

TIA

Robert LeeJoice

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