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Subject: Re: Language Documentation;  
Posted by [rmm](#) on Wed, 13 Jul 1994 15:32:16 GMT  
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In IDL v3.6 you may have anonymous structures as members of anonymous structures. You can also use the new "HANDLES" routines to implement pointer type operations. I'm fairly certain that these are using the uvalue of unrealized widget\_bases. The effect is very similar to a true pointer, except that a pointer is typically 4 bytes, whereas these handles are probably on the order of 200 bytes. They do work well, however.

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#include "/std/dislaimer"

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