Subject: Re: Newbie Questions
Posted by Alex Schuster on Fri, 18 May 2001 11:25:58 GMT
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## Geoff Herbynchuk wrote:

> And, if we do:

>

> bar\_ptr = ptr\_new(bar, /no\_copy)

>

- > bar\_ptr will now just point to the memory location where bar is stored
- > (not copy it to a heap location)? We can then update the bar, or the
- > components of bar(if bar is a structure) by dereferencing bar\_ptr,
- > right?

Wrong: (With /no\_copy, bar becomes undefined, because its value is taken away and being attached directly to bar\_ptr.

> For example:

>

> \*bar ptr.name = 'Geoff'

Caution, this would be (\*bar\_ptr).name, because bar\_ptr is the pointer, not bar\_ptr.name.

- > Thanks for everyone's help. I've only worked with pointers in
- > C/C++ before, and I'm getting the impression that these don't work
- > exactly the same way. =)

Correct. In C, they are real pointers to a memory location. In IDL, they are just a heap variable. Tricks like p=&a, \*p=5 to set a to 5 will not work in IDL.

You can, however, set bar2\_ptr = bar\_ptr, and now at least these two point to the same value, and \*bar2\_ptr = 0 also sets \*bar\_ptr to 0.

Alex

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