Subject: Re: taming the shrew, a.k.a. structure
Posted by Todd Clements on Wed, 01 Aug 2001 15:55:53 GMT
View Forum Message <> Reply to Message

david@dfanning.com (David Fanning) wrote:
>> temp = myStruct.array1
>> myStruct.array1 = ptr_new((*myStruct.array1)[0:1024])
>> ptr_free, temp
>
> This really becomes nothing more than this:
>
> *myStruct.array1 = (*myStruct.array1)[0:1024]
>
> There is no need to free the old pointer, make
> a new one etc. Pointers are like IDL variables
> in this respect. They *always* point to the
> current thing you have pointed them too.

That's a useful thing to know. I didn't realize that IDL would do that for you. I guess coming from the world of C, my default reaction is to think that pointers are static and you have to make sure to explicitly resize them appropriately if that's what you want to do. I guess that works with all variables in C, but I'd gotten used to regular variables not being static.

Well, guess I can shut my brain off for the day since I've already learned something new. =)

Todd