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Subject: Re: taming the shrew, a.k.a. structure  
Posted by [david\[2\]](#) on Wed, 01 Aug 2001 17:48:38 GMT  
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HILBERMAN writes:

>  
> To put it simply, you rock. I have now successfully created a mess: an  
> array of a structure  
> that contains another embedded structure. Unfortunately, I'm still not  
> 'pointed' in the right  
> direction. When I try to apply the pointer tip to 'the mess' I get the  
> error:  
> % Conflicting data structures: <POINTER (<NullPointer>)>,MONTH\_STRUCT.  
>  
> Here's how I have things set up right now.  
> month\_struct = {month\_struct, name: ptr\_new( ), day: ptr\_new( ), temp\_c:  
> ptr\_new( )}  
> station = {station, number:0L, month:{month\_struct}}  
> po\_basin = replicate (station, howmany)  
>  
> po\_basin.month.name = ptr\_new( strarr(2190) )  
> ...  
>  
> Any ideas? Since station references a structure with pointers, do I have to  
> make a pointer to  
> station as well--or something similar? I can't say I know a lick about  
> objects, but this is  
> kinda seeming like a problem to be solved by an object? Oyvey.

Here is what I tried:

```
IDL> month_struct = {month_struct, name: ptr_new( ), day: ptr_new(), $  
    temp_c: Ptr_New()}  
IDL> station = {station, number:0L, month:{month_struct}}  
IDL> po_basin = replicate (station, 2)  
IDL> po_basin.month.name = ptr_new( strarr(2190) )  
IDL> *((po_basin)[0].month.name) = 'dad'  
IDL> *((po_basin)[1].month.name) = 'mom'
```

What is the problem!?

Cheers,

David

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