
Subject: Re: Passing Image Data :)

Posted by [Pavel A. Romashkin](#) on Tue, 23 Oct 2001 20:04:09 GMT

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Logan Lindquist wrote:

>
> I went back and reviewed how pointers are treated in C++. I was wondering if
> I made my Struct a pointer, could I access members of Struct's using the
> '->'?

I wouldn't go so far. IDL makes it simple for you to use pointers, as it takes care of allocating and deallocating memory when you dereference a pointer or change its value.

`p = ptr_new()` ; Make a null pointer (IDL, not C!)

`p = ptr_new(fltarr(100))`; Place something in it

; or

`p = ptr_new(/allocate_heap)` ; Same thing but is a valid pointer

`*p = fltarr(1000)` ; Replace contents.

`ptr_free, p` ; Make sure nothing stays in memory when done

This is basically all there is. Of course Gurus may have more creative uses for them :)

-> operator in IDL is used to invoke object methods.

Cheers,

Pavel
