

Nate Doyle wrote:

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>
>> My suggestion.
>>
>> P has less tags and this tags are all given in S.
>>
>> result=struct2ptr_struct(P)
>> tn=tag_names(p)
>> pos=tag_position(S,tn)
>> n=n_elements(tn)
>> FOR I=0,n-1 do $
>> *result.(I)=interp1(P.(i),S.(pos[i]))
>> ; I don't know this routine interp1
>>
>> result=ptr_struct2struct(result,/free)
>
> Thanks for the reply. I'm not sure that I communicated my problem
> quite right so I think your solution is for a slightly different
> problem. I want the number of tags in the arrays to stay the same, it
> is the length of the tags that I want to change. Perhaps I just don't
> understand your code though. It's very possible.
>
> Nate Doyle
```

Dear Nate,

I try to explain what I did.

At the moment structure P has less tags as structure S. But all tags of P are defined in S too.

The tags which are in both structures could be used for an interpolation.

The function struct2ptr\_struct duplicates structure P but all values of the tags are defined as pointer values.

This means the result structure is defined by this command.

With tag\_names a list of all tags given from structure P is stored.

Now it is necessary to know where are these tags defined in structure S

The positions of the tags in structure S is returned with tag\_position.

At least a FOR loop runs through each tag of the structure result with the depending structure P.(i) and the S.(pos[i]) tags.

You have used interp1 in your code. I don't know the syntax from this.

We have some other routines e.g. calc\_linear\_with\_limits in our lib.

While you are not using pointers yourself the result Pointer

Structure is changed by ptr\_struct2struct(result,/free) in  
a normal structure without pointers.

regards

Reimar

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a IDL library at ForschungsZentrum Juelich

[http://www.fz-juelich.de/icg/icg1/idl\\_icglib/idl\\_lib\\_intro.h tml](http://www.fz-juelich.de/icg/icg1/idl_icglib/idl_lib_intro.html)

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