Subject: Re: null array
Posted by Stein Vidar Hagfors H[2] on Tue, 30 Sep 2003 19:36:36 GMT
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Well, David, always pluggin' the pointers, eh?

Using pointers simply because of their ability to point to undefined
variables seems a bit overkill to me, though. A variable in itself
is just as good at representing an undefined variable... as in:

```
  if n_elements(variable) eq 0 then print,"Variable undefined" $
  else variable = [initValue]
```

And the way to "undefine" a variable is the good old

```
  dummy = temporary(variable)
```

David Fanning <david@dfanning.com> writes:
> Tomson writes:
>
>> But What I want to do is to initialize several arrays which are in common
>> block and their length will be changed for different call and the lengths
>> of them may be zero. If the lengthes of them are zero, the process will be
>> changed. If there isnot any initialization, the array return to the main
>> program may be the former ones.
>
> If I understand you correctly, you may find a pointer
> useful in this situation. A pointer could point to
> a "null array", in the sense that it would point to
> an "undefined variable":
>
>   ptr = Ptr_New(/Allocate_Heap)
>   IF N_Elements(*ptr) EQ 0 THEN Print, 'Pointer undefined' ELSE $
>   *ptr = [initValue]
>
> Cheers,
>
> David
>
> --
> David W. Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Phone: 970-221-0438, E-mail: david@dfanning.com
> Coyote's Guide to IDL Programming: http://www.dfanning.com/
> Toll-Free IDL Book Orders: 1-888-461-0155

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Stein Vidar Hagfors Haugan
ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

NASA Goddard Space Flight Center, Tel.: 1-301-286-9028
Mail Code 682.3, Bld. 26, Room G-1, Cell: 1-240-354-6066
Greenbelt, Maryland 20771, USA. Fax: 1-301-286-0264
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