## Subject: Re: A complicate problem for building a map Posted by condor on Mon, 20 Oct 2003 22:49:11 GMT

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ftls1@uaf.edu (ftls1@uaf.edu) wrote in message news:<44042ede.0310182223.d736129@posting.google.com>...

- >>> I've been thinking on this topic for a couple of weeks without any
- >>> idea, in C language there is a concept of 'Group', but IDL does not.

>>

- >> Unfortunately my understanding of C is on the basic side, and I don't
- >> think I have ever heard of a "group" in C, so I don't know what
- >> functionality you are looking for. Can you describe what that is
- >> supposed to do and maybe someone could tell you how to emulate this in
- >> IDL.

>

> sorry, made a typo. what I said is 'Record' in Pascal Language.

Well, it's been a couple years for me since I last looked at Pascal, but IDL certainly has a record mechanism (I think they're called "struct"). Here's a couple trivial examples:

;; create a template:

;; create an array that holds a hundred of those:

```
IDL> a = replicate(record,100)
IDL> a[0].name ='fred'
IDL> a[1].name ='bob'
```

;; they can also be used in the usual array ways:

The tags in a struct can also be arrays, if desired, which are indexed in the obvious way. I.e.

a[0].array[5] is the fifth element of the tag with the name "array" in the zeroth record, while a[5].array[0] is the zeroth element of that array in the fifth record.