
Subject: Everything I always wanted to know about IDL * but were afraid to ask.
Chapter1

Posted by [Nuno Oliveira](#) on Fri, 14 Nov 2003 12:16:16 GMT

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1. Pointers.

I do understand the concept of pointers (or I suppose I do) but I'm with troubles with working with them on IDL. I create a pointer;

```
A=PTR_NEW(/ALLOCATE_HEAP)
```

I know how to add values to the pointer;

```
*A=first_value
```

```
*A=[*A, next_value]
```

As many times as the values I want to add to the pointer.

I can print the whole pointer with PRINT, *A. But how can I get intermediate positions??.

As far as I can recall from my C classes I do believe that in C, A means the memory position pointed by A, in what we could call the first pointer positions and you could use a counter to get further position with a syntax like *(A+counter) In IDL *A means not only the memory position pointed by A but also the full contents of the pointer?

Cheers,

Nuno.

I can tell that for my particular I have already a solution that is to create an array as `new=INTARR(N_ELEMENTS(*A))` and then I make `new=*A` But my curiosity still remains.
