
Subject: Conflicting data structures.

Posted by [Nuno Oliveira](#) on Fri, 27 Feb 2004 16:11:47 GMT

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I have I problem, and perhaps you can help...

I have pointer of structures. I defined in the main program as Data = ptr_new(/allocate_heap)

And the when the user starts to generate events I have a structure like this. I made it an isolated function just to avoid problems with defining structures, but it still does. How is this possible?

```
PRO Add_NewStrct, s
new_strct = {tag1: name, tag2: array, tag3: ptr_new(/allocate_heap)}
new_strct.tag3 = Result_of_a_function()
;if it matters is the result is a pointer do pointers
```

```
if n_elements(*s.Data) eq 0 $
then *s.Data = new_strct $
else *s.Data = [*s.Data, new_strct]
```

```
return, s
end
```

The error idl indicates is: data conflicting strucutres <ptrHep xyz>
new_strct

I tought once the function is finished he would loose previuos information about the strcuture? But it seems that's not it. I was looking in old questions here, and I tried to use ptr_free for that tag3, but I had the same problem again...

Cheers,

Nuno.
