## Subject: Re: Zeiger in IDL -> call by reference in I Posted by Imudge on Thu, 11 May 1995 07:00:00 GMT

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In article 2tq@hpl.hp.com, peter@hpl.hp.com (Peter Webb) writes: > Karl Krieger (kak@ipp-garching.mpg.de) wrote: > : css@ipp-garching.mpg.de writes: >
> : >Weiss jemand, ob in IDL eine Pointeruebergabe moeglich ist, > : >(aehnlich wie in C) ? Ansonsten sind ja staendig riesige > : >Commonbloecke vonnoeten. >
<ul><li>&gt; : After reading this guys question (if it was possible to pass variables</li><li>&gt; : by reference in IDL) I read the fine manual on that subject which leads</li><li>&gt; : me to another question:</li></ul>
<ul> <li>&gt; : They state that if you pass a variable to a procedure, it is saved in a</li> <li>&gt; : temporary location. When returning from the procedure, the new parameter</li> <li>&gt; : values are copied back into the corresponding variables.</li> <li>&gt; : Does this really mean that IDL allocates new memory for each parameter</li> <li>&gt; : variable even when calling by refernce i.e. passing a pointer?</li> </ul>
> It says that in the manual, but it isn't true. If you allocate big > arrays till you run out of memory, then try passing that big array to a > subroutine which, say, prints a single element, the call will succeed, > indicating that the array was not copied. >
> I guess the manual is a convoluted attempt to explain `pass by > reference' to newbies.
>_
> Peter
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>
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Using handles in IDL (new to version 3.6.1a) seems to be a way of passing large arrays to subroutines by reference. Each handle has a handle id which is a unique 32 bit longword integer allocated by IDL. My guess is that this value is a pointer to a memory location that contains details of the variable where the data

contained in the handle and a pointer to the memory location vis stored.
Leith Mudge

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