Subject: Re: Structures

Posted by Paul Van Delst[1] on Tue, 01 Mar 2005 22:39:50 GMT

David Fanning wrote:
> Michael Wallace writes:
>
>
>> Do named structures
>> actually serve a useful purpose other letting you condense your syntax
>> when creating them?
>
>
> Well, you can count on them, as opposed to everything else
> in IDL.

Heh heh. It's true though - all my routines that use named structures check them on input:

```
  ! -- Check that input is, indeed, a structure
  Type_Name = SIZE( MyStruct, /TNAME )
  IF ( STRUPCASE( Type_Name ) NE 'STRUCT' ) THEN $
    MESSAGE, 'Input is not a structure'

  ! -- Check that it's the right type of structure
  Structure_Name = TAG_NAMES( MyStruct, /STRUCTURE_NAME )
  IF ( STRUPCASE( Structure_Name ) NE 'MYSTRUCT' ) THEN $
    MESSAGE, 'Input is not a MyStruct structure'
```

But, then, I also do that for longs and floats sometimes too. I'm a belts and braces type
of guy I guess. :o)

> I would have thought *that* would be worth something
> to a C++ kind a guy. :-)

To quote Michael from a previous post:

"I believe Java, C and sometimes C++ are the best languages to use when learning how to
design software."

Given that IDL had its beginnings in <shock, gasp> Fortran, maybe that's why he doesn't
grok how IDL handles structures. :o)

paulv

p.s. And, yes, I'm just pulling your whizzer Michael. :o)

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