JD Smith writes:

> Not only are pointer variables "more like IDL variables", they *are*
> IDL variables.

Alright! Another tutorial!!

But I do take issue with this:

> IDL> *p=findgen(10,10)
> IDL> help,/heap
> Heap Variables:
>   # Pointer: 1
>   # Object : 0
>
> <PtrHeapVar2>   FLOAT   = Array[10, 10]
>
> I just changed the contents of that heap variable. And no, this
> is no more dangerous than doing this:
>
> IDL> a=1
> IDL> a=findgen(10,10)

I think "no more dangerous" is like saying a handgun
is no more dangerous than a rifle. It don't matter much
if it's aimed at you! I will agree that a marksman who
has taken his Hunter Safety class to heart is probably
no immediate threat. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/