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Subject: Re: On Pointers and Culture

Posted by [David Fanning](#) on Fri, 04 Mar 2005 14:05:14 GMT

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Antonio Santiago writes:

> If you are new on IDL pointers remember are not the same as C pointers.

Another way they are different, and this surprises even people who have used them for awhile, is that they are much more forgiving of rough handling. More like IDL variables, really, than pointers. So you can do something like this:

```
ptr = Ptr_New([1,4,6]) ; Pointer to array
*ptr = 8.4 ; Pointer now points to scalar
Print, *ptr
8.4
```

And there is no leaking of memory because IDL manages all this for you, as it does with variables. Naturally, this is dangerous, etc., but it is so, so nice. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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