
Subject: Re: On Pointers and Culture

Posted by [Antonio Santiago](#) on Fri, 04 Mar 2005 13:13:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

> You also can do this to avoid the memory duplication:

>

> a = INDGEN(100)

> p = PTR_NEW(a,/NOCOPY)

>

> It's easier if you want to fill 'a' with some sort of complex data :)

>

Yes, but 'a' will be undefined with the /NO_COPY keyword:

```
IDL> .reset
```

```
IDL> a=INDGEN(100)
```

```
IDL> help, a
```

```
A      INT      = Array[100]
```

```
IDL> p=PTR_NEW(a, /NO_COPY)
```

```
IDL> help, a, p
```

```
A      UNDEFINED = <Undefined>
```

```
P      POINTER  = <PtrHeapVar3>
```

```
IDL> help, /heap
```

```
Heap Variables:
```

```
  # Pointer: 1
```

```
  # Object : 0
```

```
<PtrHeapVar3> INT      = Array[100]
```

```
IDL>
```

PD: I think you make me pretty familiar XD

Bye.

Antonio.
