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Subject: Re: structure access using strings for tag-names

Posted by [JD Smith](#) on Wed, 13 Apr 2005 21:12:57 GMT

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On Mon, 11 Apr 2005 16:02:02 +0200, Thomas Pfaff wrote:

```
>> Try this out:
>>
>> ;get list of tag names
>> tagnamelist=tag_names(!P)
>>
>> ;find which tag has the name "MULTI"
>> tagindex=where(tagnamelist EQ 'MULTI')
>>
>> ;access the structure
>> print,!p.(tagindex)
>>
>> You can use struct.(0), struct.(1) etc. to access the values
>> in the first, second,... tag.
>>
>> --Paolo
>
> That sounds fine. I had read about the access method using struct.(i)
> but I had missed a possibility to get the index from the name.
>
> By the way. Is anyone using structures this way, or do you prefer
> something similar to the hash_table class, which I found on RSI's website.
> Or do you use even different things for associative storage?
```

I would prefer a fast built-in hash type, and I would prefer to be able to use that type, in place of a normal struct, as the underlying basis of objects. Then I could extend class structure members at runtime, and do all manner of things which are convenient with a hash but inconvenient with a fixed, predefined structure.

Maybe it's just the Perl hacker in me.

JD

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