
Subject: Re: pointer of pointer

Posted by [Antonio Santiago](#) on Thu, 23 Mar 2006 08:15:58 GMT

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claire.maraldi@gmail.com wrote:

> Hello,
>
> I have to make an array which size of the lines depends of the line.
> I am sure I am not clear so here is an exemple of what I mean :
>
> a is an array of n lines
> each line contain a different number of elements
>
> I have tried to implement something like this
>
> a=PTRARR(n)
> FOR i=0,n-1 DO BEGIN
> a(i)=Ptr_New
> ENDFOR
>
> First I am not sure it is the best way to compute this,
> second if yes I don't how to implemente the value of the "a(i,j)"
> element.
>

As you point, you can do:

n = 10

a = PTRARR(n)

; ;Create an array of pointers that points to different byte array
; ;sizes.

FOR i=0, n-1 DO BEGIN
 a[i] = PTR_NEW(BINDGEN(n*i+10))
ENDFOR

Ok, now to get a(i,j) take a look at this:

IDL> help, a
A POINTER = Array[10]
IDL> help, a[4]
<Expression> POINTER = <PtrHeapVar25>
IDL> help, *a[4]
<PtrHeapVar25> BYTE = Array[50]
IDL> help, (*a[4])[10]
<Expression> BYTE = 10

The content of fourth position (*a[4]) of the pointer array is an array of 50 positions. In a general way:

value = (*a[i])[j]

> If somebody can help me...
> Best regards,
>
> Claire
>

I dont' know if this way is as fast as using a "normal" array, that is, I suposse pointers penalizes on acces time.

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Antonio Santiago Piñerez
(email: santiago<<at>>grahi.upc.edu)
(www: http://www.grahi.upc.edu/santiago)
(www: http://asantiago.blogspot.org)

GRAHI - Grup de Recerca Aplicada en Hidrometeorologia
Universitat Politècnica de Catalunya
