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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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