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Subject: Re: changing a datatype in a structure  
Posted by [R.Bauer](#) on Thu, 11 May 2006 05:02:21 GMT  
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mark.macauda@gmail.com wrote:

> Ok, here is my current very frustrating problem. I have ALOT of IDL  
> work done the general idea is that I read in binary files that are  
> stored in very specific format...blah blah, the details aren't  
> important, the important part is that rewriting all of that because of  
> the current problem is not a desirable solution. Here's the problem.  
> All the info is read in in structures and the data types are dictated  
> by the binary files. One is an array of long 32-bit integers. I have  
> discovered that I need to do some calculations on this array, that  
> require the data type to be something other than integer. Normally I  
> would just use the float command and be on my merry way...but for all  
> the other programs to work I need the float arrays to be back in the  
> handy dandy structures...is there anyway I can easily change that  
> datatype?

You should have a look at this both functions

[http://www.fz-juelich.de/icg/icg-i/idl\\_icglib/idl\\_source/idl\\_html/dbase/struct2ptr\\_struct\\_dbase.pro.html](http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/dbase/struct2ptr_struct_dbase.pro.html)  
[http://www.fz-juelich.de/icg/icg-i/idl\\_icglib/idl\\_source/idl\\_html/dbase/ptr\\_struct2struct\\_dbase.pro.html](http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_source/idl_html/dbase/ptr_struct2struct_dbase.pro.html)

```
struct={A:1,b:FINDGEN(10)}  
HELP,struct,/str  
** Structure <1052378>, 2 tags, length=44, refs=1:  
A INT 1  
B FLOAT Array[10]  
result=struct2ptr_struct(struct)  
HELP,result,/str  
** Structure <10551e8>, 2 tags, length=8, refs=1:  
A POINTER  
B POINTER  
*result.a=1.234  
result=ptr_struct2struct(result,/free)  
HELP,result,/str  
** Structure <1056e28>, 2 tags, length=44, refs=1:  
A FLOAT 1.234  
B FLOAT Array[10]
```

cheers  
Reimar

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