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Subject: SHMMAP and structures

Posted by [Mike Wallace](#) on Wed, 09 Aug 2006 19:38:17 GMT

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Hi Everyone,

In the documentation for SHMMAP, I ran across this following regarding the kind of data that can be used in SHMMAP: "The array can be of any type except pointer, object reference, or string. (Structure types are allowed as long as they do not contain any pointers, object references, or strings.)"

This is the only place where I read of using a structure with SHMMAP. Has anyone ever mapped structures before? If so, can you mix and match the data types within the structure or are you restricted to using only one data type in the structure? Also, how is the data laid out in memory if you write out a structure this way? (I'm interested in the data layout because a non-IDL program needs to use the memory space as well.)

I know that all these questions are ones that I could answer myself if I had enough time to play with the commands, but I don't have enough time at the moment to do a thorough investigation, but I was hoping that someone out there may have worked with this before. TIA,

-Mike

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