
Subject: Re: Another simple one

Posted by [Brian Larsen](#) on Sat, 28 Jul 2007 14:14:01 GMT

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> Or, you can use an array of pointers to differently-sized 1D arrays.
> Then, you can use normal indexing for access, instead of a mix of
> structure and array access. Chapter 8 of "Building IDL Applications"
> deals with the concept of pointers.
>
> chl

True, I normally take the "this is IDL not C, I don't have to fight with pointers" route to these types of things, even if the pointer is the better way.

Brian

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