Subject: Re: Is a dynamically sized pointer array object component possible?
Posted by Paul Van Delst[1] on Fri, 22 May 2009 17:05:40 GMT
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mgalloy wrote:
>
> Another way to do it would be for "::allocate, n" to just create a
> pointer to a single vector of size TOTAL(n) and also save the n array,
> then for "::get, i, j" to use TOTAL(n, /CUMULATIVE) to find the correct
> value(s). I'm not sure that would be simpler, but it would eliminate the
> double dereference.

Ah, yes. That is actually how I do it now and is the reason I am changing it. For some larger context, the problem is when we have satellite instrument channel responses that contain significant regions of zero response (e.g. like microwave instruments where the channel response can straddle atmospheric absorption lines). Lumping the response altogether exposes our integrator to numerical problems and, since we use the first moment of the response curves as the channel central frequencies, that can eventually bugger up our radiance calculations.

I'm going with the pointer to a pointer array approach and just deal with the double dereference. As someone paraphrased Voltaire in a meeting I was at recently: perfection is the enemy of good enough. :o)

cheers,

paulv