
Subject: Re: update variable in structure

Posted by [R.Bauer](#) on Wed, 17 Jun 2009 17:01:52 GMT

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R.G. Stockwell schrieb:

> "M. Suklitsch" <martin@suklitsch.at> wrote in message
> news:308ff1f9-67da-493e-bde1-46d29e3f63cf@a7g2000yqk.googlegroups.com...

>> Hi everybody!

>>

>>

>> Today I have a question regarding the update of variables within a
>> structure, which does not work as I would expect.

>>

>> Say we have a very simple program:

>>

>> =====

>> PRO update_value, input

>>

>> input = input MOD 5

>>

>> END

>> =====

> ...

>> And now the rather simple question: how come this doesn't work?

>

>

> Passs the structure, then inside modify the field you need modified:

>

> PRO update_value, input

>

> input.test = 13

>

> END

>

> data = {test:2, str:'hello'}

>

> update_value, data

>

> print,data

>

> end

>

>

> Note: you can get very fancy if you want a general routine,
> perhaps pass in the field name and use that string in an execute call,
> or pass the field number you want to modify, and access the
> structure like input.(0) = 2

>

```
> cheers,  
> bob  
>
```

Hi

the easiest thing is to convert the structure params to pointers
and afterwards back to a structure without pointers if you don't like
pointers.

http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/dbase/struct2ptr_struct_dbase.pro.html

http://www.fz-juelich.de/icg/icg-1/idl_icglib/idl_source/idl_html/dbase/ptr_struct2struct_dbase.pro.html

```
struct={A:1,b:findgen(10)}  
help,struct,/str  
** Structure <1d5bbd8>, 2 tags, length=44, data length=42, 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  <PtrHeapVar1>  
  B      POINTER  <PtrHeapVar2>  
  
*result.b = "don't get fancy"  
  
struct = ptr_struct2struct(result,/free)  
help, struct,/str  
** Structure <1d5bd18>, 2 tags, length=24, data length=18, refs=1:  
  A      INT      1  
  B      STRING   'don't get fancy'
```

cheers
Reimar

```
>  
>  
>  
>  
>
```