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Subject: Re: hashmap in idl

Posted by [b.a](#) on Tue, 21 Jul 2009 06:21:09 GMT

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On Jul 20, 10:21 pm, David Fanning <n...@dfanning.com> wrote:

> b.a writes:

>> I have some 2D arrays that I want to give each of them, kind of index  
>> so I can call them in my program by their indexes. Maybe something  
>> like Hashmap in java and the number of arrays is not constant. I mean  
>> in the middle of the program, new 2D arrays are created or eliminated  
>> and I want to keep track of them.

>

> You could use Craig Markwardt's HashTable, or even my LinkedList  
> object. Or, even a simple pointer array, for that matter.

>

> <http://cow.physics.wisc.edu/~craigm/idl/arrays.html>

> [http://www.dfanning.com/programs/linkedlist\\_\\_define.pro](http://www.dfanning.com/programs/linkedlist__define.pro)

>

>> I am also thinking of associating each 2D array to its relevant  
>> widget\_base which makes my program more efficient. But I don't know  
>> how!!!

>

> I typically make an image object in these cases, with which window  
> to draw into part of the "state" of an image, along with which color  
> table to use to display it, how to scale it, etc.

>

> Cheers,

>

> David

>

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming:<http://www.dfanning.com/>

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Sorry not HashTable, LinkedList is what I have to use and I tried  
linked list example.

Thanks

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