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Subject: hashmap in idl

Posted by [b.a](#) on Mon, 20 Jul 2009 07:18:59 GMT

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Hi,

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.

If you have any idea how to do this, please advise me.

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!!!

Cheers

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