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Subject: Re: referencing structure arrays

Posted by [nivedita.raghunath](#) on Fri, 11 Sep 2009 14:50:30 GMT

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On Sep 10, 12:53 pm, "Jean H." <jghas...@DELTHIS.ucalgary.ANDTHIS.ca> wrote:

> niv wrote:

>> Sorry, looks like what I typed looks gibberish in places. I hope this

>> one is more readable:

>

>> Hi All,

>

>> I have a problem referencing structure arrays and assigning values to

>> them. So here is a snippet of my code:

>

>> junk1=update\_state(junk) ;creates a structure called junk1

>> statearr=replicate(junk1,3) ;creates an array of structures

>

>> infoptr=ptr\_new({statearr:statearr}) ;need this to pass variables

>> between programs

>

>> align\_images,state=state1 ;some program that aligns 2 images and

>> stores the alignment results in state1

>

>> ;assign values from the state1 structure to infoptr.statearr[0]

>> structure

>> (\*infoptr).statearr[0].resvol\_file\_ptr=state1.resvol\_file\_ptr

>> (\*infoptr).statearr[0].air\_file\_ptr=state1.air\_file\_ptr

>

>> Now, here is the problem. With the above code, it turns out that...

>

>> (\*infoptr).statearr[0].resvol\_file\_ptr, (\*infoptr).statearr

>> [1].resvol\_file\_ptr, (\*infoptr).statearr[2].resvol\_file\_ptr

>> all have the same values. Similarly with air\_file\_ptr. Even though I

>> haven't assigned anything to the statearr 1 and 2 yet.

>

>> Is there a specific way to reference these structure arrays? Any help

>> is greatly appreciated!

>

>> Thanks

>> Niv

>

> Hi Niv,

> the "problem" is with replicate (or your structure). If you have a

> pointer in it, you copy the pointer N times, so each of the copies still

> point to the same memory space... here is an example of what is happening:

>

> IDL> a = {b:ptr\_new(indgen(10))}

```
> IDL> c = replicate(a,5)
> IDL> help,c[0].b
> <Expression>  POINTER  = <PtrHeapVar2>
> IDL> help,c[3].b
> <Expression>  POINTER  = <PtrHeapVar2>
>
> so if you modify one, you modify all!
> What you can do is to create your structure with empty pointers,
> replicate the structure and set the pointer's value then.
>
> a = {b:ptr_new()}
> c = replicate(a,5)
> ...
> c[0].b = state1.resvol_file_ptr
>
> Jean
```

Worked like a charm! Thank you.

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