
Subject: Re: renaming a variable without making a copy
Posted by [David Fanning](#) on Wed, 09 Dec 2009 13:19:08 GMT
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alx writes:

- .
- > Here is a question, maybe related to the previous one, regarding
 - > variable typecast in IDL.
 - > Changing the type of one scalar variable, even a vector, is fairly
 - > easy by using the FIX function.
 - > But let suppose that I get a variable (for instance from an external
 - > routine, by reading a shared memory,
 - > a socket, etc...) that is described as a vector of byte (or integer or
 - > float or anything else).
 - > I want to further consider this variable as a (elsewhere defined)
 - > structure (in the IDL sense).
 - > In other words, I want to typecast an untyped variable to a structured
 - > one : what is the way in IDL ?

There is no general way. Structures often have "hidden" information inside them, mostly to align fields of data with machine words, etc. Unless you know *exactly* how a structure is built in whatever language you are dealing with, it will be difficult to convert a stream of bytes back into a structure on the IDL side of things. I've heard of it being done, but I think it is fraught with peril. :-)

Cheers,

David

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