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Subject: Re: IDL Array Push

Posted by [Aram Panasenco](#) on Tue, 06 Apr 2010 18:23:55 GMT

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On Apr 6, 3:52 am, Jeremy Bailin <astroco...@gmail.com> wrote:

> On Apr 5, 1:36 pm, Aram Panasenco <panasenco...@gmail.com> wrote:

>

>> On Apr 5, 9:23 am, James <donje...@gmail.com> wrote:

>

>>> How is this different from concatenating two arrays like [[[array1]],

>>> [[array2]]]?

>

>> \*facedesk\*

>

>> It's not. I completely forgot about concatenating arrays. Oh well, I

>> suppose it was good coding practice anyway.

>

> In my version of PUSH, it concatenates the two arrays if they exist,

> but creates the first one with the contents of the second if it

> doesn't. That makes it easy to stick into a loop where you don't know

> whether the original array will exist at entry (or if you explicitly

> know that it won't).

>

> -Jeremy.

Wow, that's a great idea! It makes my code looks so much cleaner.

Compare:

```
polyPts = vertices[0:1,0]
```

```
polyPts = [[polyPts],[cartPts1]]
```

```
polyPts = [[polyPts],[vertices[0:1,1]]]
```

and

```
push, polyPts, vertices[0:1,0]
```

```
push, polyPts, cartPts1
```

```
push, polyPts, vertices[0:1,1]
```

Here's the new code: <http://idl.pastebin.com/B0gm95pW>

~Aram Panasenco

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