Subject: Pointers and Structures and Loops - oh my!
Posted by Avian on Sat, 03 Dec 2011 18:07:05 GMT

Hi all,

I'm looking for an elegant way to read in data with different formats into one array. In other words, every record will have a (slightly) different structure, which is easily calculated within the loop for each record.

Is there a way to tell IDL to redefine a structure within a loop, but still somehow keep it so I can point to it? or... What is the best way to store the structure in a way where I can use pointers to it to access it in a single array? I can't seem to get the magic combination of pointers and structures to do this.

Thanks for any help!