## Subject: Re: structure arrays with different structures Posted by Søren Frimann on Sun, 09 Sep 2012 11:33:32 GMT View Forum Message <> Reply to Message

Den søndag den 9. september 2012 06.18.49 UTC+2 skrev Craig Markwardt: > On Saturday, September 8, 2012 9:08:39 PM UTC-4, Søren Frimann wrote: > >> Hi all, >> > >> > >> >> I'm having some data that's gathered together in different structures and arrays, and I want to collect everything in a structure array in this manner: > >> > >> > >> > >> struct\_template = { name:", select:{} , obs:dblarr(2,100)} > >> >> > >> > >> I want to put my data into struct\_template, with name being a string, select being another structure, and obs being an array. > >> > >> > >> >> I then want to make an array of structures using struct\_template, but naturally with different sets of data. > >> > >> >

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>> The issue is that the select structure does not always have the same skeleton, nor does the
obs array always have the same size.
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>> The question basically is if there's any way of making an array of structures with the structures sharing the same keys, but with the values having different 'skeletons'
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> You want to use pointers. It's what pointers were invented for.
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<ul> <li>However, don't go overboard with pointers. It can create a managerial nightmare. I would advise you to keep the basic structure the same, so you can have an array of identical structures.</li> <li>Use pointers for your OBS field and other variations from entry to entry.</li> </ul>
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> Craig
Thanks for the pointer (very bad pun intended) :-)
-Søren