
Subject: Re: pointers in IDL

Posted by [davidf](#) on Mon, 28 Apr 1997 07:00:00 GMT

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Christian Oehreneder <co@ipf.tuwien.ac.at> writes:

- > My application uses a not a priori known number of images with different
- > sizes, which I want to access easily and flexible, preferably by
- > writing `img_i = img(i)` or something similar. Because of the different
- > sizes of the images this is not easily done in IDL.
- > In common programming languages it would be natural to have an array of
- > pointers to each of the images.
- > So far I have not found a possibility to do this in IDL. Handles are nice
- > but they do not allow to have two pointers on the same data. The effect
- > is that once you take the value of a handle (without copying it of
- > course !!) the handle itself contains an undefined value. It is not
- > possible to have a list of images and pass them to some manipulation
- > routines by pointer, e.g. multiplying all images by a factor of 2. Of
- > course it is possible to take the value from the handle, multiply it and
- > set it as value of the handle, but that's rather cumbersome.
- >
- > Has anyone an idea how to work around this??

I think there is no good way to work around the cumbersome method of handles except to upgrade to IDL 5.0 when it comes out and take advantage of the new `POINTER` data type. I'm sure it was added to the IDL language for exactly this reason.

Cheers!

David

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