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, preferrably 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 lanuages it would be natural to have an array of
- > pointers to each of the images.
- > So far I have not found a possibilty 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 form the handle, multiply it and
- set it as value of the handle, but that's rather cumbersome.

Cheers!

> Has anyone an idea how to work arround 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.

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