
Subject: pointers in IDL

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

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Dear colleagues!

I need help on the following problem:

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??

Thanks in advance

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