
Subject: Re: losing pointers when concatenating array of structures

Posted by [Jim Pendleton](#) on Mon, 09 Jan 2017 19:05:22 GMT

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On Monday, January 9, 2017 at 9:44:30 AM UTC-7, Edward Hyer wrote:

> On Monday, January 9, 2017 at 2:09:58 AM UTC-8, Heinz Stege wrote:

>> Well, pointers are tricky sometimes. I will try to explain.

>

> That is a good answer, thank you Heinz. So here's a question: what if I want to make a *copy* of a structure-containing-pointers, creating new heap variables for all the pointers in the structure? Maybe this cannot be done automatically? This is the problem that had me searching the IDL help for a STRUCT_COPY procedure.

A quick trick for making a *deep copy* is to SAVE the structure to an output file, then RESTORE the data, making sure you don't accidentally overwrite your original variable when you restore.

All included heap variable references (as well as all their dependencies) will be duplicated.

If you need a procedure that is not as deep, you will need to write your own logic. In ENVI, this is accomplished through dehydrate/rehydrate techniques.

Jim P.
