Subject: Q: variable dimension arrays in objects
Posted by Mirko Vukovic on Tue, 16 Sep 1997 07:00:00 GMT
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I quite often define objects that contain either a scalar or a variable length (and/or dimension) vector. The only way I can doi this is via pointers:

foo={foo,a:ptr_new(/alloc)}

and then

self.a=ptr_new(whatever), where whatever is 5. or a vector or a matrix.

But then, I need to remember that I have to use *self.a instead of self.a

Any way around this? It would be nifty if upon object creation IDL could know that whenever I want self.a, I really want *self.a.

Maybe I should also add why I need this. I have simple global plasma models. Sometimes the pressure is a scalar, or sometimes a vector or even a matrix in the particular run. Or it can be plasma density, temperature, etc.

tia,
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