
Subject: Re: Changing elements in structures
Posted by [Liam Gumley](#) on Wed, 15 Dec 1999 08:00:00 GMT
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Alvaro wrote:

> I'm making a program that is a HDF viewer. My problem is how to pass
> information between widgets.
> I use a structure to pass the information but the problem is that at start I
> don't know the size of the data, which will be read later from a file. I use
> somethisg like this:
>
> info={filename:"", \$
> data:IntArray(1,1) }
>
> I use IntAr(1,1) because I don't the size until I open the filename
> Can I change the size and also the type (Int to Float or Byte) of the tag
> "data" of the structure?

You cannot change the size of type of a variable in a structure without re-creating the structure.

> Have you got any idea to do this, perhaps using pointers?

```
;- Define the structure
info = {filename:"", data_ptr:ptr_new(1.0)}

;- After you've read the data, store it in the structure
data = dist(256)
*info.data_ptr = data

;- Use the data
data = *info.data_ptr
tvscI, data
```

Cheers,
Liam.

--
Liam E. Gumley
Space Science and Engineering Center, UW-Madison
<http://cimss.ssec.wisc.edu/~gumley>

Subject: Re: Changing elements in structures
Posted by [Karri Kaksonen](#) on Wed, 15 Dec 1999 08:00:00 GMT
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Alvaro,

Alvaro wrote:

```
> I use a structure to pass the information but the problem is that at start I
> don't know the size of the data, which will be read later from a file. I use
> somethisg like this:
>
> info={filename:"", $
>       data: IntArr(1,1) }
```

Pointers work well for space holders.

```
info={filename:"", $
      data: ptr_new()
}
```

Later you can fill in any data like this:

```
if valid_ptr(info.data) then ptr_free, info.data
info.data = ptr_new(intarr(1,1))
```

--

Regards,

Karri Kaksonen

Subject: Re: Changing elements in structures
Posted by [m218003](#) on Thu, 16 Dec 1999 08:00:00 GMT
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In article <3857A92E.1DB64CF0@ssec.wisc.edu>,
Liam Gumley <Liam.Gumley@ssec.wisc.edu> writes:

```
>
> ;- Define the structure
> info = {filename:", data_ptr:ptr_new(1.0)}
>
> ;- After you've read the data, store it in the structure
> data = dist(256)
> *info.data_ptr = data
>
> ;- Use the data
> data = *info.data_ptr
> tvscl, data
>
> Cheers,
> Liam.
```

And then you loose your memory ;-)

Don't forget to call PTR_FREE,info.data_ptr at some point. Oh! I forgot, with IDL 5.3 you can now use .RESET_SESSION ...

Martin

— —

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