
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:IntArr(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 or 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
tv scl, data

Cheers,
Liam.

--

Liam E. Gumley
Space Science and Engineering Center, UW-Madison
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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