
Subject: Re: Cell Arrays

Posted by [davidf](#) on Mon, 10 Jul 2000 07:00:00 GMT

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J.D. Smith (jdsmith@astro.cornell.edu) writes:

>> Interestingly enough, this requirement was what pushed me
>> to use unrealized base widgets as pointers all those many
>> years ago. I had an array of unrealized base widgets, each
>> with a numerical array of a different size stored in the
>> user value. *Very* chic in those days. :-)
>
> Now that was some real innovation, David. I think it's high time you made
> another such breakthrough... maybe using an IDLContainer object to play DVD's or
> something. Mix it up, turn some heads... We can't afford to let RSI sit around
> their plush Boulder offices-with-a-view rolling ever more complex spaghetti-code
> generation engines.

Alas, I read somewhere that it is a law of the universe that humans are only allowed three really good ideas in a lifetime. I'm pretty certain I've used mine up (although I can't remember right now what they were), but this one wasn't one of them. I stole this idea from Josh. (I've forgotten his last name at the moment. A sure sigh of lingering jet lag.) Anyway, he was one of the best programmers I've ever seen work. I learned a lot of things from him.

As for me, I've resigned myself to being one of those people who can at least *recognize* a good idea when they see it. And I've worked hard to make my fingers flexible enough to pick pockets with the best of them. :-)

Cheers,

David

P.S. Let's just say one of those ideas was marrying my saintly wife, to be sure. Now, *there's* a woman who had no idea what she was getting into. :-)

--

David Fanning, Ph.D.

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Cell Arrays

Posted by [John-David T. Smith](#) on Mon, 10 Jul 2000 07:00:00 GMT

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JD

--

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Joe Regensburger (jjr@physics.umass.edu) writes:

> Some programs have objects which can store multiple data types in a single
> array. So theoretically I can store numerical arrays of differing length
> inside a cell of another array. I was wondering if it is at all possible in
> IDL?

Everything is possible with IDL. (Or so I'm told. I can't see how it ever improved my backhand, however.)

I should think a pointer array, with each pointer pointing to a numerical array of various lengths should do the trick.

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