
Subject: Re: deleting structure element
Posted by [davidf](#) on Thu, 27 Jul 2000 07:00:00 GMT
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David Fanning (davidf@dfanning.com) writes:

> Bernard Puc (bpuc@va.aetc.com) writes:
>
>> Is there a neat, clever way to "delete" an element from a structure?
>
> Set its pointer to a NULL object.
>
> Cheers,
>
> David
>
> P.S. Alright, maybe it's not "neat", but I think it
> qualifies as "clever". :-)

On further (and more sober) reflection I would probably answer like this:

No way, no how, if you have a named structure. If you have an anonymous structure you *could* (under extreme duress) simply redefine the structure without the `&%%$^` field:

```
struct = { a:0, b:0, c:0}  
struct = { a:struct.a, b:struct.b }
```

Cheers,

David

--

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Phone: 970-221-0438 E-Mail: davidf@dfanning.com
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Toll-Free IDL Book Orders: 1-888-461-0155

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Subject: Re: deleting structure element

Posted by [Alex Schuster](#) on Fri, 28 Jul 2000 07:00:00 GMT

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David Fanning wrote:

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> `struct = { a:0, b:0, c:0}`

> `struct = { a:struct.a, b:struct.b }`

I once wrote a routine for that purpose (attached). It replaces an element (tag) of a structure by another element or deletes it. Which doesn't work for the first element, well, if anyone wants to fix this...

```
struct = { a:0, b:0, c:0
```

```
replace_tag, struct, 'c', '' ; deletes tag c
```

or:

replace_tag, struct, 'c', 'd', 100 ; replaces tag c with d (an int with a value of 100)

Alex

```
--  
Alex Schuster   Wonko@weird.cologne.de   PGP Key available  
                alex@pet.mpin-koeln.mpg.de
```

```
;  
;+  
; NAME:  
;   REPLACE_TAG  
;  
; PURPOSE:  
;   Replaces a tag in a structure by another  
;  
; CALLING:  
;   replace_tag, struct, old_tag, new_tag, value  
;  
; INPUTS:  
; struct - the structure to be changed  
; old_tag - name of the tag to be changed  
; new_tag - name of the new tag  
;   If set to "", old_tag is deleted from the structure  
; value - value of the new tag  
;  
; RESTRICTIONS:  
; Does not work with named structures  
;  
; MODIFICATION HISTORY:  
;   Alex Schuster, MPIfnF, 8/97 - Written  
;-
```

```
pro replace_tag, struct, old_tag, new_tag, value
```

```
tags = tag_names( struct )
```

```
pos = (where( tags eq strupcase( old_tag ) ))(0)  
if ( pos eq -1L ) then begin  
  print, 'Error: Tag ', old_tag, ' not in struct.'  
  return  
endif
```

```
if ( ( pos eq 0 ) and ( new_tag ne " ) ) then begin  
  new_struct = create_struct( new_tag, value )  
endif else begin  
  new_struct = create_struct( tags(0), struct.(0) )  
  for i = 1, pos-1 do $  
    new_struct = create_struct( new_struct, tags(i), struct.(i) )  
  if ( new_tag ne " ) then $
```

```
    new_struct = create_struct( new_struct, new_tag, value )
endelse
for i = pos+1, n_elements( tags )-1 do $
    new_struct = create_struct( new_struct, tags(i), struct.(i) )

struct = new_struct

end
```

File Attachments

1) [replace_tag.pro](#), downloaded 159 times
