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Subject: Re: object oriented dilemma  
Posted by [Jason Li](#) on Mon, 09 Oct 2000 07:00:00 GMT  
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Hi David,

>  
> I presume you mean you are taking a line of your image  
> like this:  
>  
> line = (\*self.imagePointer)[5,\*]

That is what I was looking for. I had searched the manual all over, just could not find an example on how to dereference an element of a pointer that is pointing to an array. Basically I messed up the syntax. In hindsight, (\*pointer)[i,j] makes a lot of sense.

Thanks very much! Now I can chuck along in my OOP adventure.

PS. Thanks for your recommendation on Arthur Riel's book.

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Subject: Re: object oriented dilemma  
Posted by [davidf](#) on Mon, 09 Oct 2000 07:00:00 GMT  
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Jason Li (jylimd@yahoo.com) writes:

> If I want to write an image processing software using OOP method, I would  
> normally define a structure in \_\_define module:  
>  
> PRO myProgram\_\_define  
> struct = {imagePointer:Ptr\_New()}  
> END  
>  
> Traditionally, a pointer is used to take care of variable image size. Then  
> load an image to self.imagePointer in the myProgram\_\_init module.  
>  
> hugeImage = bytarr(huge, huge)  
> self.imagePointer = Ptr\_New(hugeImage, /no\_copy)  
>  
>  
> Now in my METHOD modules, I have to perform an operation on line by line  
> basis. I don't know how to get a line data out of this self.imagePointer  
> without making a copy (dereferencing) of it first. My image size is rather  
> large. I don't how to be more memory efficient.  
>

> Question: What is the solution to this?

I presume you mean you are taking a line of your image like this:

```
line = (*self.imagePointer)[5,*]
```

I find it hard to believe (given what I know about how pointers work in IDL) that this takes any more memory than this does:

```
line = self.image[5,*]
```

What evidence do you have that a huge amount of memory is being used?

Everything I know about pointer variables convinces me that they are really treated like any other IDL variable inside of IDL. Evidence to the contrary would be depressing. :-(

Cheers,

David

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

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