
Subject: Re: Everything I always wanted to know about IDL * but were afraid to ask.
Chapter1

Posted by [David Fanning](#) on Fri, 14 Nov 2003 12:44:54 GMT

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df23775@hotmail.com writes:

- > *A=[*A, next_value]
- > As many times as the values I want to add to the pointer.
- >
- > I can print the whole pointer with PRINT, *A. But how can I get intermediate
- > positions??.

You subscript like any normal IDL variable. The only trick is knowing that pointer dereferencing has (generally) lower precedence than almost everything else. So we throw a lot of parentheses around when we are working with pointers.

```
values = (*A)[4:6]
*A = [( *A)[0:6], new_Value, (*A)[7:*]]
```

- > As far as I can recall from my C classes I do believe that in C, A means the
- > memory position pointed by A, in what we could call the first pointer
- > positions and you could use a counter to get further position with a syntax
- > like *(A+counter) In IDL *A means not only the memory position pointed by A
- > but also the full contents of the pointer?

Forget what you learned about C pointers. IDL pointers are NOT C pointers. Think of them as regular IDL variables that live in global memory space and you will be MUCH further ahead. :-)

Cheers,

David

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

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Subject: Re: Everything I always wanted to know about IDL * but were afraid to ask.
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Posted by [Nuno Oliveira](#) on Fri, 14 Nov 2003 13:38:36 GMT

Hi, David, thanks again for your tip. It is clear to me that IDL is NOT C language. But also it is clear to me that I'm trying to be a good boy searching the tutorials (still the tutorials!). And again the information was not enough. Because I noticed some similar syntax between IDL and C language, I confess, I tried a C-like solution before I come to this newsgroup. :)

Cheers,

Nuno.

"David Fanning" <davidf@dfanning.com> wrote in message news:MPG.1a1e7c32da522d9a989684@news.frii.com...
> df23775@hotmail.com writes:
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