| Subject: Everything I always wanted to know about IDL * but were afraid to ask. Chapter1 Posted by Nuno Oliveira on Fri, 14 Nov 2003 12:16:16 GMT View Forum Message <> Reply to Message  |
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| 1. Pointers.  |
| I do understand the concept of pointers (or I suppose I do) but I'm with troubles with working with them on IDL. I create a pointer;  |
| A=PTR_NEW(/ALLOCATE_HEAP)   |
| I know how to add values to the pointer;  |
| *A=first_value  |
| *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??.   |
| 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? |
| Cheers,   |
| Nuno.   |
|   |

I can tell that for my particular I have already a solution that is to create an array as new=INTARR(N\_ELEMENTS(\*A)) and then I make new=\*A But my curiosity still remains.