
Subject: Re: Conflicting data structures.

Posted by [David Fanning](#) on Fri, 27 Feb 2004 16:31:20 GMT

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Nuno Oliveira writes:

```
> I have I problem, and perhaps you can help...
>
> I have pointer of structures. I defined in the main program as Data =
> ptr_new(/allocate_heap)
>
> And the when the user starts to generate events I have a structure like
> this. I made it an isolated function just to avoid problems with
> defining structures, but it still does. How is this possible?
>
> PRO Add_NewStrct, s
> new_strct = {tag1: name, tag2: array, tag3: ptr_new(/allocate_heap)}
> new_strct.tag3 = Result_of_a_function()
> ;if it matters is the result is a pointer do pointers
>
> if n_elements(*s.Data) eq 0 $
>   then *s.Data = new_strct $
>   else *s.Data = [*s.Data, new_strct]
>
> return, s
> end
>
> The error idl indicates is: data conflicting strucutres <ptrHep xyz>
> new_strct
>
> I tought once the function is finished he would loose previuos
> information about the strcuture? But it seems that's not it.
> I was looking in old questions here, and I tried to use ptr_free for
> that tag3, but I had the same problem again...
```

The answer is that anonymous structures have "secret" names, which keeps them from being concatenated in this way. Here is an article to read:

http://www.dfanning.com/tips/concatenate_structs.html

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting

