Subject: Re: structure access using strings for tag-names
Posted by Thomas Pfaff on Mon, 11 Apr 2005 14:02:02 GMT
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> Try this out:
>
> ;get list of tag names
> tagnamelist=tag_names(!P)
>
> ;find which tag has the name "MULTI"
> tagindex=where(tagnamelist EQ 'MULTI')
>
> ;access the structure
> print,!p.(tagindex)
>
> You can use struct.(0), struct.(1) etc. to access the values
> in the first, second,... tag.
>
> --Paolo

That sounds fine. I had read about the access method using struct.(i)
but I had missed a possibility to get the index from the name.

By the way. Is anyone using structures this way, or do you prefer
something similar to the hash_table class, which I found on RSI's website.
Or do you use even different things for associative storage?

Thanks a lot,

Thomas

Subject: Re: structure access using strings for tag-names
Posted by R.Bauer on Wed, 13 Apr 2005 09:30:51 GMT
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Thomas Pfaff wrote:
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Yes

cheers
Reimar

--
Reimar Bauer

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---------- -------
a IDL library at ForschungsZentrum Juelich
http://www.fz-juelich.de/icg/icg-i/idl_icglib/idl_lib_intro. html
========== =======

Subject: Re: structure access using strings for tag-names
Posted by JD Smith on Wed, 13 Apr 2005 21:12:57 GMT
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On Mon, 11 Apr 2005 16:02:02 +0200, Thomas Pfaff wrote:

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> Or do you use even different things for associative storage?

I would prefer a fast built-in hash type, and I would prefer to be
able to use that type, in place of a normal struct, as the underlying
basis of objects. Then I could extend class structure members at
runtime, and do all manner of things which are convenient with a hash
but inconvenient with a fixed, predefined structure.

Maybe it's just the Perl hacker in me.

JD

Subject: Re: structure access using strings for tag-names
Posted by Thomas Pfaff on Mon, 18 Apr 2005 08:31:10 GMT
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> I would prefer a fast built-in hash type, and I would prefer to be
> able to use that type, in place of a normal struct, as the underlying
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> runtime, and do all manner of things which are convenient with a hash
> but inconvenient with a fixed, predefined structure.
>
> Maybe it's just the Perl hacker in me.
>
> JD
>

The python hacker in me violently agreed on the first part (A fast
builtin list-type would be the next thing on my wishlist :-)). However I
haven't seen any programming language that allows dynamic addition of
class members. Wouldn't that in parts violate the concepts of data
encapsulation and information hiding, if you could add and remove class
members at will? Then I would first like to have public class members.

Thomas
