
Subject: Re: DLM heap variable access
Posted by [rtk](#) on Mon, 29 Jun 2009 18:39:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 27, 1:34 pm, pp <pp.pente...@gmail.com> wrote:
> I got tired of waiting for the ITTVIS folks to implement some more
> data structures in IDL.

All I can say is that patience is a virtue :)

> Coding a bunch of them (lists, maps, stacks)
> in IDL would be a fair amount of rewriting the wheel, and also
> inefficient, because of the way IDL's pointers and scalars work.

Indeed, it would be.

> So I decided that the nicest solution would be to have IDL objects as
> wrappers to C++ containers.

Clever. This might be of interest to you as well:

<http://www.ittvis.com/info/hof/>

I also have a dictionary DLM if you are interested, send me an email.

Ron
rkneusel@ittvis.com

(I'm speaking for myself here, not ITT VIS)

Subject: Re: DLM heap variable access
Posted by [penteado](#) on Thu, 02 Jul 2009 16:52:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Jun 29, 3:39 pm, rtk <oneelkr...@hotmail.com> wrote:
> Clever. This might be of interest to you as well:
>
> <http://www.ittvis.com/info/hof/>
>

That is very nice. There are many things I have needed in the past, I wish I had known about it before.

Are there 64bit versions (Linux and Windows) available?
