

Hi!,

I have troubles with dynamic arrays in structs. The method I use (following N. Wade suggestion) is to define the struct tags in this way:

```
static IDL_MEMINT stats_width_dims[IDL_MAX_ARRAY_DIM];

IDL_STRUCT_TAG_DEF stats_tags[] = {
    { "WIDTH", stats_width_dims, (void *) IDL_TYP_DOUBLE },
    { 0 }
};
```

Next I populate the dims arrays which define the size of the dynamic arrays and make a structure with IDL_MakeStruct:

```
stats_width_dims[0] = 1;
stats_width_dims[1] = stats->counter;
s = IDL_MakeStruct("STATS", stats_tags);
```

Finally I create a temp structure using IDL_MakeTempStruct:

```
tmp_dims[0] = 1;
s_data = (char *)IDL_MakeTempStruct(s, 1, tmp_dims, &idl_out_struct,
TRUE);
```

This temporary structure is returned to IDL after populating it:

```
offset = IDL_StructTagInfoByName(s, "WIDTH", IDL_MSG_LONGJMP, NULL);
d_tmp_ptr = (double *) (s_data + offset);
for ( i = 0; i < stats->Node_Counter; i++)
    *(d_tmp_ptr++) = stats->width[i];

return idl_out_struct;
```

First time the code is executed, everything works properly. In the second call I'm not able to set the dynamic array with the new dimension and, obviously, if the new dimension is greater than the previous one IDL crashes. I think that the code:

```
stats_width_dims[0] = 1;
stats_width_dims[1] = stats->counter;
s = IDL_MakeStruct("STATS", stats_tags);
```

may not be used for updating an existing struct but just for creating a new one. I'm not able to find a valid solution... any suggestion?

Thanks,
F. Brun
