Subject: Re: IDL Array Push
Posted by Aram Panasenco on Mon, 05 Apr 2010 04:41:26 GMT
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Edit: Added a ROW keyword:
http://idl.pastebin.com/8cZfEBc1

Subject: Re: IDL Array Push
Posted by James[2] on Mon, 05 Apr 2010 16:23:09 GMT
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How is this different from concatenating two arrays like [[[array1]],
[[array2]]]?

Subject: Re: IDL Array Push
Posted by Aram Panasenco on Mon, 05 Apr 2010 17:36:55 GMT
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On Apr 5, 9:23 am, James <donje...@gmail.com> wrote:
> How is this different from concatenating two arrays like [[[array1]],
> [[array2]]]?

facedesk

It's not. I completely forgot about concatenating arrays. Oh well, I
suppose it was good coding practice anyway.

Subject: Re: IDL Array Push
Posted by Jeremy Bailin on Tue, 06 Apr 2010 10:52:37 GMT
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On Apr 5, 1:36 pm, Aram Panasenco <panasencoa...@gmail.com> wrote:
> On Apr 5, 9:23 am, James <donje...@gmail.com> wrote:
>
>> How is this different from concatenating two arrays like [[[array1]],
>> [[array2]]]?
>
> *facedesk*
>
> It's not. I completely forgot about concatenating arrays. Oh well, I
> suppose it was good coding practice anyway.

In my version of PUSH, it concatenates the two arrays if they exist,
but creates the first one with the contents of the second if it

doesn't. That makes it easy to stick into a loop where you don't know
whether the original array will exist at entry (or if you explicitly
know that it won't).

-Jeremy.

On Apr 6, 3:52 am, Jeremy Bailin <astroco...@gmail.com> wrote:
> On Apr 5, 1:36 pm, Aram Panasenco <panasencoa...@gmail.com> wrote:
>
>> On Apr 5, 9:23 am, James <donje...@gmail.com> wrote:
>
>>> How is this different from concatenating two arrays like [[[array1]],
>>> [[array2]]]?
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> but creates the first one with the contents of the second if it
> doesn't. That makes it easy to stick into a loop where you don't know
> whether the original array will exist at entry (or if you explicitly
> know that it won't).
>
> -Jeremy.

Wow, that's a great idea! It makes my code looks so much cleaner.
Compare:

polyPts = vertices[0:1,0]
polyPts = [[polyPts],[cartPts1]]
polyPts = [[polyPts],[vertices[0:1,1]]]

and

push, polyPts, vertices[0:1,0]
push, polyPts, cartPts1
push, polyPts, vertices[0:1,1]

Here's the new code: http://idl.pastebin.com/B0gm95pW

~Aram Panasenco