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Subject: Re: Question about style  
Posted by [davidf](#) on Wed, 29 Jul 1998 07:00:00 GMT  
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Imanol Echave ([ccaeccai@sc.ehu.es](mailto:ccaeccai@sc.ehu.es)) writes:

> In one of my programs I need to return some values, but every value is a matrix  
> of different size and I can't make an array of matrix. The solution I've founded  
> is to use an array of pointers pointing to the matrix. Do you think this is an  
> elegant way to do it? Has anyone a better idea?

I think this is a PERFECT way to do it. :-)

Cheers,

David

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Phone: 970-221-0438  
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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Subject: Re: Question about style  
Posted by [David Foster](#) on Thu, 30 Jul 1998 07:00:00 GMT  
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Imanol Echave wrote:

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> Hi people:  
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> of different size and I can't make an array of matrix. The solution I've founded  
> is to use an array of pointers pointing to the matrix. Do you think this is an  
> elegant way to do it? Has anyone a better idea?

This sounds perfectly reasonable to me; this is what pointers were made for. I might suggest creating a structure containing the pointers within your program, and then return that structure. It's often easier to deal with data when it's encapsulated like this. I often include a .status and .status\_msg field so I can return error codes and error messages within my structure.

Dave

~~~~~

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> of diferent size and I can't make an array of matrix. The solution I've founded  
> is to use an array of pointers pointing to the matrix. Do you think this is an  
> ellegant way to do it? Has anyone a better idea?

This seems perfectly reasonable to me; this is what pointers were made for. I might suggest creating a structure to hold your pointers, so the data is more encapsulated. I often add .status and .status\_msg fields so I can return error codes and error messages within my structure.

Dave  
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