Subject: Re: Type define
Posted by Phil Aldis on Thu, 25 Mar 1999 08:00:00 GMT
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In article <7dd6id$a4m@hermes.fundp.ac.be>,
"Tri VU KHAC" <tvk@info.fundp.ac.be> wrote:
> Hi,
>
> In C, we can define sth like
> #typedef A ....
> And in IDL, is this possible ?
>
> Thanks,
>
> Best regards,
> Tri.
>
>

I certainly can't think of a way to do it (although that doesn't nessecarily mean you can't).

The fact that you're asking this question, suggests to me that you may be declaring some of your variables in a C/C++ style when it's not nessecary.

Obviously sometimes you have to declare your variables beforehand, (eg if you were reading data in from a file - IDL needs to know what type of variable it should be reading, to name but one). But unlike C/C++, IDL is dynamically typed which means that whereas in C/C++ you have to do:

```
int D;
float F;
D=65;F=79
```

..... and a line like this D='A string' would cause errors. However in IDL you can simply do this:

```
D=65
F=74.0

D='Hello'
```

.....and this is fine. IDL simply turns D into a string. So that means that you dont't have to have at the top of your functions:

```
A=0.0
B=''
C=98
```

.
.
.
.

because most of the time your variables are defined by what is passed into them. You can even call a function like this:

CurrentlyUndefinedVariable = N_Elements([1,2,3])

....and even though CurrentlyUndefinedVariable had never been mentioned anyway before in your code, it is now a integer. This is one of the great features of IDL because it you gives you such flexibiltiy.

If you knew all this already then just ignore my ramblings, but I hope it helps.

Cheers,
Phil