
Subject: Re: Conflicting Data structures

Posted by [davidf](#) on Sun, 27 Jun 1999 07:00:00 GMT

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Dirk Fabian (dirk@uwast.astro.wisc.edu) writes:

> Now! I have a widget that allows a user to select an ascii data file and read
> it into a structure. Lets say widget#2 queries that structure and performs some
> operations based on the data, and then widget#2 is destroyed.
>
> Ideally, i would like the user (me) to be able to choose a new data file, read it
> in, and query it, but i keep get the conflicting data structures error. Even
> if i exit the program and rerun it, it seems like that structure is still hanging
> around. I can't figure out how or where to zero it out! What am i missing?

Any field in a structure that is going to have the type
or size of the information stored there changing from
time to time should be implemented as a pointer. This
is **especially** true for the data fields if you intend to
allow the user to read new data sets.

```
info = { data: Ptr_New(real_data), ... }
```

Then, to use the data:

```
Plot, *info.data
```

Be sure to destroy the pointer in your CLEANUP routine
when the widget program is destroyed:

```
Ptr_Free, info.data
```

Cheers,

David

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