### Subject: Conflicting Data structures

Posted by dirk on Sun, 27 Jun 1999 07:00:00 GMT

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First off, i want to thank David, Liam, and all the rest who helped me with my question about how to retain data after a widget has been destroyed. I think i was partially confused to begin with, but somehow the answers cleared things up anyway.

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?

Thanks! - dirk

Subject: Re: Conflicting Data structures
Posted by Nando lavarone on Mon, 28 Jun 1999 07:00:00 GMT
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Dirk Fabian wrote:

<BLOCKQUOTE TYPE=CITE>Ideally, i would like the user (me) to be able to choose a new data file, read it

<BR>in, and query it, but i keep get the conflicting data structures error.&nbsp;&nbsp;&nbsp;&nbsp;

Even

<BR>if i exit the program and rerun it, it seems like that structure is still hanging

<BR>around.&nbsp; I can't figure out how or where to zero it out!&nbsp; What am i missing?

A few weeks ago I had a "Conflicting Data structures". I tried to

<BR>redefine a non anonymous structure. I had a file with an header

<BR>defining its dimension, and I use them to allocate a structure array.

#### <P>For example:

```
<P>pro try_struct__define

<BR>&nbsp;&nbsp;&nbsp; n = 5

<BR>&nbsp;&nbsp;&nbsp; struct = {try_struct, $

<BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbs
```

## <BR>end <P>pro pippo <BR>&nbsp;&nbsp;&nbsp; a = {try\_struct} <BR>&nbsp;&nbsp; help, /struct, a <P>&nbsp: n = 6 <BR>&nbsp;&nbsp;&nbsp; b={try\_struct, \$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &nbsp; a: findgen(n)} <BR>&nbsp; <BR>&nbsp;&nbsp;&nbsp; help, /struct, b <BR>end <BR>&nbsp; <P>To resolve the problem I had to use an anonymous struct. <BR>pro pippo <BR> n = 5 <BR> a = {\$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp; &nbsp; &nbsp; a: findgen(n)} <BR>&nbsp;&nbsp;&nbsp; help, /struct, a <BR>&nbsp;&nbsp;&nbsp; n = 6<BR>&nbsp;&nbsp;&nbsp; b={\$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp; a: findgen(n)} <BR>&nbsp;&nbsp;&nbsp; a={\$ <BR> &nbsp;&nbsp;&nbsp;&nbsp;&nbsp; a: findgen(n)} <BR>&nbsp;&nbsp;&nbsp; help, /struct, a,b <BR>end <PRE>--&nbsp: Nando lavarone Advanced Computer System - SPACE DIVISION via Lazzaro Belli. 23 00040 Frascati - RM Tel: +39-6-944091 (switchboard) 9440968 (direct) E-mail: f.iavarone@acsys.it FrdndVrn@altavista.net</PRE>

# Subject: Re: Conflicting Data structures Posted by davidf on Tue, 29 Jun 1999 07:00:00 GMT

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Dirk (dfabian@my-deja.com) writes:

- > This was it! I had defined the structure with a
- > name (i'm not sure why) and somehow that caused

- > the conflict. Can anyone tell me what the purpose
- > of having a named structure versus an anonymous
- > structure might be?

Named structures are much easier to use sometimes, since the \*definition\* of the structure is stored inside of IDL. So, if I make a structure like this:

```
a = {EMPLOYEE, name:", age:0, salary:0.0}
```

Then, I can get one of those "things" named EMPLOYEE like this:

```
b = \{EMPLOYEE\}
```

And IDL knows that b is that kind of a structure with three fields, name, age, and salary and it knows how those fields are defined. I don't have to reproduce this information each time I make another EMPLOYEE structure.

In general, use named structures for structures whose fields are not likely to ever change. Use anonymous structures for all the rest.

- > It doesn't seem like the
- > named structures are as versatile you certainly
- > can't destroy them and re-fill them with new
- > information.

Anything that will be changing inside of a structure should be implemented with a pointer, regardless of whether you are using Named or Anonymous structures. If done this way, "re-filling" them is not difficult at all.

> Sometimes.. i just want to pinch IDL.

Humm. I don't think we want to bring up this subject in \*this\* group. Please take this over to alt.comp.fetish. :-(

Cheers,

David

--

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Coyote's Guide to IDL Programming: http://www.dfanning.com/

Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: Conflicting Data structures
Posted by dfabian on Tue, 29 Jun 1999 07:00:00 GMT

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In article <37778EB0.2CE6EEAA@acsys.it>,
Nando lavarone <f.iavarone@acsys.it> wrote:

>

- > -----94CC3193604DD96E7DB7AF78
- > Content-Type: text/plain; charset=us-ascii
- > Content-Transfer-Encoding: 7bit

>

> Dirk Fabian wrote:

>

- >> 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. Ever
- >> 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?

>

- > A few weeks ago I had a "Conflicting Data structures". I tried to
- > redefine a non anonymous structure. I had a file with an header
- > defining its dimension, and I use them to allocate a structure array.

>

#### [Example snipped]

- > To resolve the problem I had to use an anonymous struct.
- > --
- > Nando lavarone

>

This was it! I had defined the structure with a name (i'm not sure why) and somehow that caused the conflict. Can anyone tell me what the purpose of having a named structure versus an anonymous structure might be? It doesn't seem like the

named structures are as versatile - you certainly can't destroy them and re-fill them with new information.

Thanks much, Dirk

Sometimes.. i just want to pinch IDL.

Sent via Deja.com http://www.deja.com/ Share what you know. Learn what you don't.

Subject: Re: Conflicting Data structures

Posted by Nando lavarone on Wed, 30 Jun 1999 07:00:00 GMT

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dfabian@my-deja.com wrote:

- <BLOCKQUOTE TYPE=CITE>Can anyone tell me what the purpose
- <BR>of having a named structure versus an anonymous
- <BR>structure might be?&nbsp; It doesn't seem like the
- <BR>named structures are as versatile you certainly
- <BR>can't destroy them and re-fill them with new
- <BR>information.</BLOCKQUOTE>

A few examples on the use of a non anonymous structure can be found in the idlhelp.

- <P>I'm developing a great system,
- <BR>and I think the non anonymous structures are useful&nbsp; from the point of view of the architectural design.
- <P>Have a good job.

<BLOCKQUOTE TYPE=CITE>Sometimes.. i just want to pinch IDL.</BLOCKQUOTE>

So do I ;o)

<PRE>--&nbsp:

Nando lavarone

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