
Subject: Re: Newbie Questions

Posted by [Alex Schuster](#) on Fri, 18 May 2001 11:25:58 GMT

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Geoff Herbyinchuk wrote:

> And, if we do:

>

> bar_ptr = ptr_new(bar, /no_copy)

>

> bar_ptr will now just point to the memory location where bar is stored

> (not copy it to a heap location)? We can then update the bar, or the

> components of bar(if bar is a structure) by dereferencing bar_ptr,

> right?

Wrong :(With /no_copy, bar becomes undefined, because its value is taken away and being attached directly to bar_ptr.

> For example:

>

> *bar_ptr.name = 'Geoff'

Caution, this would be (*bar_ptr).name, because bar_ptr is the pointer, not bar_ptr.name.

> Thanks for everyone's help. I've only worked with pointers in

> C/C++ before, and I'm getting the impression that these don't work

> exactly the same way. =)

Correct. In C, they are real pointers to a memory location. In IDL, they are just a heap variable. Tricks like p=&a, *p=5 to set a to 5 will not work in IDL.

You can, however, set bar2_ptr = bar_ptr, and now at least these two point to the same value, and *bar2_ptr = 0 also sets *bar_ptr to 0.

Alex

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