
Subject: Re: Newbie Questions

Posted by [Geoff Herbyinchuk](#) on Thu, 17 May 2001 12:15:06 GMT

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Thanks for the help guys, got that problem fixed. I'm hoping you can help me with one more thing with IDL pointers.

When we do something like:

```
foo_ptr = ptr_new(foo)
```

foo_ptr points to a memory location in the heap memory that contains foo's value, correct? So, am I safe to assume it copys whatever the value of foo is into the heap variable that foo_ptr is pointing too?

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?

For example:

```
*bar_ptr.name = 'Geoff'
```

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. =)

Geoff Herbyinchuk
