
Subject: Re: Accessing 2D array from pointer array within structure

Posted by [bjones8](#) on Thu, 15 Aug 2002 22:46:19 GMT

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David--

Thanks again! It didnt occur to be that it was a operator precedence issue...now my program is alot faster :-)

-Brandon

David Fanning <david@dfanning.com> wrote in message news:<MPG.17c583df8c8d86a5989959@news.frii.com>...

> Brandon Jones (bjones8@yahoo.com) writes:

>

>> I have a structure called "info" with an item called "img" which is a
>> pointer array. Each of these pointers point to an image (2D array).

>>

>> IMG POINTER Array[5]

>>

>> I want to be able to access the image via subscripts. Is it possible?

>> What is the syntax?

>>

>> So something like

>> value=*info.img[3][130,453]

>>

>> I know this is invalid...but something along those lines. Right now

>> my code does this, which is sloppy:

>>

>> tmp=*info.img[3]

>> value=tmp[130,453]

>>

>> I can't really find any info about doing this in the docs....

>

> The correct syntax is:

>

> value=(*(info.img[3]))[130,453]

>

> The problem you have here is that pointer de-referencing

> has the very lowest order of precedence, lower than

> array subscripting. The parentheses have the highest order

> of precedence, so we throw them around pretty liberally

> when we want to get things like this to work. :-)

>

> Cheers,

>

> David
