
Subject: Re: Pointers and Objects

Posted by [David Fanning](#) on Tue, 08 Jul 2003 13:47:04 GMT

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Johan Marais writes:

> I want to create an object with a pointer as one data member. When the
> object initialize it zero all the data members and the pointer becomes a
> NULL pointer. To me it seems that it is unusable now because you cannot
> change a NULL pointer. Anybody knows what can be done?

Well, you certainly can change a NULL pointer to **something**
or what would be the point? At the time you want to fill it
up, you could have code like this:

```
IF Ptr_Valid(self.ptr) THEN *self.ptr = mything ELSE $  
    self.ptr = Ptr_New(mything)
```

Or, if you want to initialize a pointer in the INIT method
to something that can always be dereferenced, you could
allocate memory, but not store anything. This is
essentially the same as storing an undefined variable in
the pointer:

```
self.ptr = Ptr_New(/Allocate_Heap)
```

Then, later:

```
*self.ptr = mything
```

Cheers,

David

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