
Subject: Re: pointer and structure stuff ...
Posted by [btt](#) on Wed, 25 Feb 2004 13:59:54 GMT
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Ingo Salzmann wrote:

>> Is there a particular reason why you are putting your vectors
>> into a structure? In other words, why aren't your vectors a field
>> of your info structure, rather than in a structure of their own?
>> Pointers to structures are pretty much designed to drive you
>> crazy, what with all the extraneous parentheses needed to get
>> things to work. :-(
>
>
> Well, the reason is that I would like to keep track of many different
> vectors that can be categorised by their purpose ... it seemed handy to
> me to have for example a structure vectors_3d_upper in which all
> concerning stuff is being stored ... unfortunately the ammount of
> elements is being changed sometimes and therefore I would have loved to
> easily update by (*info.vectors_3d_upper).reciprocal_lattice =
> uniquevecors :-(
> Thanks,
> Ingo
>

Hello,

I wonder if this might be a case for using the VECTOR object found on the RSI User Contribution web site. Or you might roll you own vector object - it's not too hard to do. These kind of objects readily accept changes in values and lengths as the need arises, but you don't have to worry about the details in you application. Then you can store all of your 'vectors' in a container and place the container in your info structure.

Cheers,
Ben
