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Subject: Re: pointer and structure stuff ...

Posted by [Ingo Salzmänn](#) on Wed, 25 Feb 2004 08:19:02 GMT

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> 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

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