
Subject: Re: structures, arrays of pointers and assignment
Posted by [David Fanning](#) on Wed, 02 May 2007 13:47:37 GMT
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Ingo von Borstel writes:

- > Any clue as to why? My guess it's to do with passing elements of a
- > struct prohibits its modification by a subroutine.

I think you already know the answer. When you pass a de-referenced structure variable, you pass it by value, and when you pass the structure itself, you pass it by reference. When something is passed by value, a copy of the thing is made and worked on. There is no possibility of affecting the original.

- > If so, is there a way to circumvent this behaviour?

If you mean circumvent this behavior within the confines of pass by value or pass by reference, the answer is no. But this is software. Anything is possible! You could, for example, have your program return a value that you then assigned to the proper field in the structure. But the easiest thing to do, of course, since you have the structure hanging around or you wouldn't be able to pass a *field* of the structure, is to just pass the whole darn thing. That seems simple enough to me.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
