Subject: Re: pointer & structure
Posted by penteado on Tue, 12 Jan 2010 15:50:49 GMT
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On Jan 12, 1:42 pm, bing999 <thibaultga...@gmail.com> wrote:
> Hi,
>
> i have created a structure S which contains a few elements (arrays)
> a,b,c : S={a,b,c}
> Then i replicate it N times.
> Now i want to create iteratively 10 other structures with the same
> skeleton.
> Since, i did not see any other way to do, i used a pointer p to stock
> the structures:
>
> for k=0,10 do begin
> *p(k) = S
> endfor
>
> By typing help,*p(k) i know *p(k) is indeed a structure BUT *p(k).a
> (for instance) prints "Expression must be a structure in this context:
> P"
>
> So my question is: how can I extract the information stored in *p(k) ?

The issue is the precedence of the operators. Use

(*p[k]).a

*p[k].a means *(p[k].a)

You do not need pointers for that array, you could have directly put that in a structure array with p=replicate(S,N), which makes an array with N copies of S. Then you can change the values of individual elements by their indexes.