
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.
