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Subject: Re: Pointers and Structures and Loops - oh my!

Posted by [Avian](#) on Sat, 03 Dec 2011 18:48:17 GMT

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Ah, maybe I misinterpreted something in your last post.

I've been defining a structure ahead of time, then creating it that way. But if I use `create_struct` directly, I'm betting that should get around the whole problem of different structures!

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