
Subject: Re: losing pointers when concatenating array of structures

Posted by [MarioIncandenza](#) on Mon, 09 Jan 2017 16:44:29 GMT

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On Monday, January 9, 2017 at 2:09:58 AM UTC-8, Heinz Stege wrote:

> Well, pointers are tricky sometimes. I will try to explain.

That is a good answer, thank you Heinz. So here's a question: what if I want to make a *copy* of a structure-containing-pointers, creating new heap variables for all the pointers in the structure?

Maybe this cannot be done automatically? This is the problem that had me searching the IDL help for a STRUCT_COPY procedure.
