
Subject: Re: Undefined variables in structures

Posted by [Michael Galloy](#) on Thu, 11 Sep 2008 04:45:18 GMT

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Joost Aan de Brugh wrote:

> 5 ; The way I now just thought of.
> Make it a pointer and during startup
> if *const.COLOR_FILENAME eq "" then void =
> Temporary(*const.COLOR_FILENAME)
> and then simply
> plot,...,color=fsc_color(color,filename=*const.COLOR_FILENAME)
> ; This does work. I can dereference the pointer, because it is a valid
> pointer to an undefined heap variable. It is still a little bit

Yes, this is the way I would do it. It may also be useful in this type of situation to initialize const.color_filename using the ALLOCATE_HEAP keyword:

```
const.color_filename = ptr_new(/allocate_heap)
```

This will make *const.color_filename an undefined variable.

Mike

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Subject: Re: Undefined variables in structures

Posted by [Joost Aan de Brugh](#) on Thu, 11 Sep 2008 08:03:52 GMT

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Hi Mike,

>
> const.color_filename = ptr_new(/allocate_heap)
>
> This will make *const.color_filename an undefined variable.
>

Thanks. This removes the slightly messy first-define-then-destroy-with-Temporary construction.

Regards,
Joost
