
Subject: Re: copying pointers in structures

Posted by [Helder Marchetto](#) on Mon, 07 Jan 2013 17:44:02 GMT

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On Monday, January 7, 2013 6:27:02 PM UTC+1, Helder wrote:

> Hi,

>

> I read some of the previous posts, but I think that I'm not using the right keywords or not understanding...

>

> Well, I have a structure that I would like to temporarily save to eventually restore later on. Now the problem is that when making a copy of a structure with pointers I only copy the reference and not the value, so restoring my values will not work.

>

> Is there a better/quicker way to do this:

>

> a = {data:ptr_new(10), number:0}

>

> b = a

>

> b.data = ptr_new(*a.data)

>

>

>

> This way, when I modify a.data with:

>

> *a.data = 0

>

> and want to restore it, I just use:

>

> a = b

>

> and a.data will now be again 10

>

>

>

> Is there a programmatic way to do this without knowing the content of the structure? A sort of deep_duplicate_structure or whatever?

>

>

>

> Thanks,

>

> Helder

Ok, ok, it seems like my search as come to a success... save and restore seem to do the work... I simply had to look for copying of objects instead of pointers.

Thanks anyway.
Cheers,
Helder
