
Subject: copying pointers in structures

Posted by [Helder Marchetto](#) on Mon, 07 Jan 2013 17:27:02 GMT

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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
