Subject: Void pointer to NTL Array and VectorMap
Posted by manfhe on Thu, 29 Apr 2010 17:14:49 GMT

Hello

I have a void pointer to an NTL Array and VectorMap, how do I receive the elements through the key?
The code looks like this:

```
typedef VectorMap<String, String> ntlMap;
typedef Array<String> ntlArray;

void* ptra;
void* ptrm;

ptra = new ntlArray;
ptrm = new ntlMap;

for(int i = 0; i < ((ntlMap*)ptrm)->GetCount(); i++)
 ((ntlArray*)ptra)->???? = ((ntlMap*)ptrm)->????;
```

And I would like to thank all contributors to this project. For beginners in C + + as I, U + + is a true teacher.

Grateful, Alan