
Subject: Re: Void pointer to NTL Array and VectorMap

Posted by [hojtsy](#) on Thu, 29 Apr 2010 20:16:40 GMT

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Hi, a shorter version is below. But there is usually a better alternative to using void* type in the first place.

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

Regards,
Sandor
