
Subject: Re: Void pointer to NTL Array and VectorMap

Posted by [mirek](#) on Thu, 29 Apr 2010 22:01:13 GMT

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[quote title=manfhe wrote on Thu, 29 April 2010 13:14]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)->????;
```

Or you can do this:

```
ntlMap& map = *(ntlMap *)ptrM;
ntlArray& array = *(ntlArray *)ptrA;
for(int i = 0; i < map.GetCount(); i++)
    array[i] = map[i];
```

BTW, I only hope that you are doing something really special

Using 'new' should be reserved only for really desperate cases

Quote:

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

Grateful, Alan

Only be aware that U++ will teach you something little bit different from "classic" approach...
