Subject: Re: Void pointer to NTL Array and VectorMap
Posted by cbpporter on Fri, 30 Apr 2010 09:01:46 GMT

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Actually, I think it is an unwritten rule derived from years of practice both in C and C++ that you shouldn't use void pointers except for function parameters and some struct members, and even then only when there is a need to . It is generally better to use typed pointers.