
Subject: Re: Void pointer to NTL Array and VectorMap

Posted by [manfhe](#) on Fri, 30 Apr 2010 11:40:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks.

I need use void* to manage different types at runtime, and my understanding in C++ void* is the unique solution.

I'm trying to make a crazy table, similar to a Lua table.
