

## Re: array

**Source:**

<http://coding.derkeiler.com/Archive/Delphi/borland.public.delphi.language.objectpascal/2003-10/0498.html>

---

**From:** Perry Way (*no.delhipro.spam\_at\_no.spam.earthlink.net*)

**Date:** 10/13/03

Date: Mon, 13 Oct 2003 13:33:16 -0700

> > Hello,  
> >  
> > I have TScanline32 = array[0..0] of TRGBQUAD;  
> >  
> > what is the range here? I know something like array[0..9] but not  
> > [0..0]  
>  
> It is an array of one TRGBQUAD. Such definitions are usually used for  
> (pointers to) variable size arrays. I prefer to declare something a lot  
> bigger, and then use a \*pointer\* to that:  
>  
> PMyScanLine = ^TMyScanLine;  
> TMyScanLine = array[0..65535] of TRGBQuad;

THANK YOU RUDY!

I'm not sure if I should be tagging my name to this post because after reading another post you've referenced similarly, on this same thread, I am here doing the slap against my forehead kind of thing saying "I coulda had a V8"... and I'm supposed to know this stuff.. right? ;)

I had been looking for this very simple cure to a situation wherein I had no way to know the exact number of bytes that I was reading for each segment of a datastream until a "switch" occurs in the stream that I am reading in real-time and only once.. (this about a month ago) when having developed a major 30 minutes of turrets syndrome due to memory failure (mine) I decided to get subjective and use a PChar instead so I could "dynamically" position myself in the stream... but now I see how I could still work with the native types... Ahhhh I coulda had a V8 and used a heck of a lot less pointer repositioning...

Anyway back to this dynamic element of these two types of "hacks" referenced.. I think this one is objectively better. I agree.

PW