

Passing complex structure from C# to C++ and back

Source:

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Hi,

I am currently using an external C++ library using C++ code, and I would like to continue using this library from C# code I am writing. I do not have access to the sources of this library.

I was looking around, and most of the information I found deals with simpler cases. I could hardly find any material regarding the pointer to pointer structure, as in "prop **x".

My question is what data structure, marshaling or code do I have to write in order to fill correctly the following data structure being sent to the function and returned from it ?

The C++ structures are:

```
struct prop
{
    int i;
    double v;
}
```

```
struct container
{
    int l; // number of elements
    double *y;
    prop **x;
}
```

```
struct results
{
    prop **x;
}
```

The prototype of the function is:

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results *compute(container *cont)

Thank you in advance,

Ofir