

# Pointer to a generic type parameter

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*Source:*

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Hi

I'm new in VC++ and have a question to generics. I have a generic class, which contains an array of the generic type. This array I can pin and then I would like to get an unmanaged pointer to it. Therefore I wanted to create a class member which represents the pointer to the array. Unfortunately I get the following compile error for the code beneath:

error C3229: 'DataType \*' : indirections on a generic type parameter are not allowed

Is there a possible way to get a this unmanaged pointer? My problem is that it isn't allowed to create a `pin_ptr<DataType>` as a class member and it takes quite a while to do it every function call. Or, do I really have to do a hack and create a `void*` from the array by using `GCHandle::Alloc(...).AddrOfPinnedObject().ToPointer()` and then cast it to a `byte*` and shift it each time by `sizeof(DataType)`?

By the way, my generic types are never reference objects, only value structs and data types like `int`, `byte`, ... .

Thanks for any help!

Thorsten

```
generic<typename DataType> public ref class RingBuffer
{
    array<DataType> ^m_Buffer;
    DataType *m_Buffer_Ptr; // Error
}
```