

GetValue Function

Description

De-references a pointer, and copies the data to a BASIC+ variable. The variable type is passed in the call. GetValue() is the opposite of GetPointer(). GetPointer() returns the pointer to a value; GetValue returns the value from a pointer.

Syntax

value = **GetValue** (lp_data, DATA_TYPE, data_length)

Parameters

The GetValue function has the following parameters.

Parameter	Description																				
lp_data	A four-byte pointer. For example, lp_data could be the pointer returned by the Windows function GlobalLock.																				
DATA_TYPE	Specifies the type of data to which lp_data points. Return value types are shown in the following rows. Note that DATA_TYPE is a literal, not a variable (refer to the Caution, below). <table><tr><th>Variable Type</th><th>Type of data lp_data points to</th></tr><tr><td>Char</td><td>String.</td></tr><tr><td>Byte</td><td>Signed char (1 byte).</td></tr></table> <table><tr><th>Variable Type</th><th>Type of data lp_data points to</th></tr><tr><td>Ubyte</td><td>Unsigned char.</td></tr><tr><td>Short</td><td>Signed short int (2-byte integer).</td></tr><tr><td>Ushort</td><td>Unsigned short int.</td></tr><tr><td>Long</td><td>Signed long (4-byte integer).</td></tr><tr><td>Float</td><td>Float (4-byte BASIC+).</td></tr><tr><td>Double</td><td>Double (8-byte BASIC+).</td></tr></table>	Variable Type	Type of data lp_data points to	Char	String.	Byte	Signed char (1 byte).	Variable Type	Type of data lp_data points to	Ubyte	Unsigned char.	Short	Signed short int (2-byte integer).	Ushort	Unsigned short int.	Long	Signed long (4-byte integer).	Float	Float (4-byte BASIC+).	Double	Double (8-byte BASIC+).
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Data_length	Length of data. Specify this argument only if the data type is a string.																				

Caution: In the syntax for GetValue, DATA_TYPE is not quoted, although in this instance DATA_TYPE is a literal, not a variable. Quoting this parameter will cause compiling errors and unpredictable results.

See also

[GetPointer\(\)](#), [LockVariable](#), [UnlockVariable](#)