XMOS

Application Note: AN10032

How to pass movable pointer arguments

This application note is a short how-to on programming/using the xTIMEcomposer tools. It shows how to pass movable pointer arguments.

Required tools and libraries

This application note is based on the following components:

- xTIMEcomposer Tools - Version 14.0.0

Required hardware

Programming how-tos are generally not specific to any particular hardware and can usually run on all XMOS devices. See the contents of the note for full details.

1 How to pass movable pointer arguments

Movable pointers can be passed to arguments marked movable using the move operator. However, they can also be passed to other kinds of pointer arguments but if the movable pointer is a global then you cannot reference it within the called function:

```
int i = 32;
int * movable y = &i;

void func1(int * x) {
  printintln(*x);
  // Cannot reference y here
}

void func2() {
  func1(y);
}

int main() {
  func2();
  return 0;
}
```