

# Use unsafe method to clone array

```
public struct MyValue
{
    public int id;
    public MyValue(int id) { this.id = id; }
}
class ClassAddressApp
{
    unsafe public static MyValue[] CloneMyValues(MyValue[] box)
    {
        MyValue[] ret = new MyValue[box.Length];
        fixed (MyValue* src = box, dest = ret)
        {
            MyValue* pSrc = src;
            MyValue* pDest = dest;
            for (int index = 0; index < box.Length; index++) { *pDest =
            *pSrc; pSrc++; pDest++; } } return ret; } static void
Main(string[] args) { MyValue[] box = new MyValue[2]; box[0] =
new MyValue(1); box[1] = new MyValue(2); MyValue[] bag =
CloneMyValues(box); foreach (MyValue i in bag) {
Console.WriteLine(i.id); } } } [/csharp]
```