

Summary: To send information back from a function via a parameter:

- The caller has a **variable** of the right type to contain the information. For example:

```
float r;
```

- The caller passes the **address** of that variable to the function. For example:

```
foo(..., &r, ...);
```

- The function has a **pointer** of the right type as its corresponding parameter. For example:

```
void foo(..., float* p, ...) {  
    ...  
}
```

- The function sets the pointer's **pointee** (which is the variable in the caller) as desired. For example:

```
*p = ...;
```

See the [Example](#) for a complete example of the above.