
Subject: Re: object creation question

Posted by [Evilio del Rio](#) on Thu, 23 Apr 1998 07:00:00 GMT

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On Mon, 20 Apr 1998, Louis J. Wicker wrote:

> I am trying to use objects to help develop a 2D plotting package for my
> cloud model data. I have run into a conceptual snag, and think that I am
> missing something obvious. Suppose I want to create an object which
> stores, amongst other things, a 2d array of data (like for imaging or
> contouring, etc). So I create the object using:

```
>  
> --  
> data2d = obj_new('scalar2d')  
> --  
>  
> Then I define a structure definition as:  
>  
> --  
> Pro scalar2d__define  
>  
> struct = {scalar2d, sdata: fltarr(nx,ny)}  
>  
> End  
> --  
>  
> and then an init method:  
>  
> --  
> Pro scalar2d::init  
>  
> array = fltarr(20,30)  
>  
> self.sdata = array  
>  
> End  
> --
```

Hi Louis,

You need to use pointers. That's the not so obvious bit you are missing. Look the documentation for the procedures, PTR_NEW(), PTR_FREE, PTR_VALID(), etc. Here's a bit of code that can do what you want (more or less...):

FUNCTION scalar2d::init,DATA=data ; Init method must be a function.

if (N_Elements(data) GT 1) then begin

```
; Put stuff to chek if input data is correct...
endif else return,0
```

```
self.sdata = PTR_NEW(data)
return,1
```

```
End
```

```
Pro scalar2d::cleanup
```

```
PTR_FREE,self.sdata ; Clean up allocated memory.
```

```
end
```

```
Pro scalar2d::plot
```

```
plot, *self.sdata
```

```
end
```

```
Pro scalar2d__define
```

```
struct = {scalar2d, sdata: PTR_NEW()}
```

```
End
```

```
---
```

```
data2d = obj_new('scalar2d',DATA=myData)
```

```
---
```

```
Hth.  
Cheers,
```

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"Anywhere you choose,/ Anyway, you're gonna lose"- Mike Oldfield
