Subject: object creation question
Posted by l-wicker on Mon, 20 Apr 1998 07:00:00 GMT
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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, amoung 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
--
```

But, of course, this fails, because I have to declare the SIZE of sdata in the procedure scalar2d__define. For various reason, I really dont want to have to know the size of the array, at least until the init method. I can pass the data in as part of the object creation, however, but I dont see how that helps, since the define procedure does not seem to recognize any arguments passed.

I am new to this object stuff, and perhaps I am missing some information about named structure workings as well. I see that other object init methods in the object graphics library have this type of function (i.e., IDLgrPlot creates an object which stores data passed in directly in the call, and it can be of various dimensions), yet I cant seem to figure out

how to do this. Is there a trick, or am I missing something obvious?
Thanks for any help anybody can give.

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