
Subject: Re: resetting structs

Posted by [don shad](#) on Fri, 24 Jul 1998 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for you reply. Unfortunately it is not what I was hoping to hear.

If a structure cannot be redeclared, does this mean that I have to leave the IDLDE every time I want to make a change to any of my classes? In my mind, that seriously reduces the usability of the development environment. Is it possible to reset the DE and have it forget my classes?

thanks again,

don

Phillip & Suzanne David <pdavid.nospam@earthling.net> wrote:

> Don;

> Once a NAMED structure has been defined, it cannot be redeclared differently.
> Thus, you would have to create an anonymous structure. If you are trying to
> do this in an object, that won't work. The values of the data can change from
> one instance of the structure to another, but the names and types of variables
> in the structure can't. At the IDL command line, try the following:

> struct = {data:0}
> struct = {mydata:0}

> This will neither cause errors nor get ignored, but your structure will be anonymous.

> Phillip David

>> how does one re-declare a struct in the IDLDE? if i
>> create

>> struct = {junk, data:0}

>> but later decide that i want to do

>> struct = { junk, mydata:0 }

>> i either get an error (if in the ide commandline), or
>> if i do this in a "junk__define.pro" and use a ".compile

>> junk__define.pro", i get no change in my structure.
>> this has caused no end of pain for me.

--

Brought to you sloooooooooowly by Frontier Communications,
the Intermittent Service Provider.
