Subject: Re: object reference in a structure
Posted by Vap User on Thu, 17 Sep 1998 07:00:00 GMT
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"Charlie Solomon" <crsolomon@west.raytheon.com> writes:

>
> Hi everyone...is it possible to put an object reference in a structure
> variable? For example, I create a new object, then create a pointer to an
> info structure for my widget and try to include the object reference in the
> structure:
>
> junk = 'charlie was here'
> ptr_new, info({ junk:junk, oWindow:0 })
>

  Imminently doable. The thing you must store in the structure is a null object
reference. You get one in a way analogous to how you get a null
pointer reference, i.e. with Obj_New(). Try...

  Widget_Control, widget_id_where_you_want_to_store_this_info, $
    set_UValue=Ptr_New({ junk:junk, oWindow: Obj_new() })

  Then everything else will work fine. I do this sort of thing all the time.

>
> But when I try to access it bad things happen (I can get the actual error
> message if needed). Here's how I try to access it:
>
> (*info).oWindow = obj_new('IDLgrWindow')   ;no worky
> (*info).oWindow -> method, keywords   ;no worky
>
> Should I even be trying this? I want to be able to store the object
> reference in info after it is created in another procedure and passed back
> so that my widget program can modify properties and destroy it based on
> xmanager events. Thanks!
>
>

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I don't speak for JPL, it doesn't speak for me.
Well, not all the time, at least.
William Daffer <vapuser@haifung.jpl.nasa.gov>