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Subject: Re: INIT functions... called when?

Posted by [davidf](#) on Tue, 07 Mar 2000 08:00:00 GMT

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Steve Allison ([sallison@netcomuk.co.uk](mailto:sallison@netcomuk.co.uk)) writes:

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> I'm just starting out with IDL and am having trouble creating objects, their
> INIT methods don't seem to get called. Here a simple example of what I'm
> doing:
>
> <All in "TestClass.pro">
>
> PRO TestClass1__define
>   struct = {TestClass1, number:0L}
> END
>
> FUNCTION TestClass1::init, arg
>   print, 'Initializing'
>   self.number = arg
> RETURN,TRUE
> END
>
> PRO TestClass1::show
>   print, 'Number is', self.number
> END
>
> PRO TestClass1::set, arg
>   self.number = arg
> END
>
> Nothing staggering there... Anyway, I load this file into IDLDE, compile it
> (it seems to compile without any complaints), and try to create objects
> with:
>
> IDL> p = OBJ_NEW('TestClass1',65)
>
> Which in my book should set the field 'number' to 65. But...
>
> IDL> p->show
>
> gives:
>
> Number is      0
>
> So clearly INIT isn't being called (the message 'Initializing' doesn't show
> either). I can change the value of 'number' using TestClass1::Set, and that
> seems to work fine - it's just the INIT method I'm having trouble with. Why
> isn't it being called? The documentation seems to say that it should be
```

> called automatically when I call OBJ\_NEW.

Instead of returning the undefined variable TRUE, I'd return a 1 from your INIT method. That should make things work better. :-)

Cheers,

David

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