
Subject: INIT functions... called when?

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

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Hi,

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.

Thanks for your help...

Steve

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