
Subject: Re: Object definition

Posted by [Ben Tupper](#) on Fri, 07 Jul 2000 07:00:00 GMT

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Pavel Romashkin wrote:

> When I define an object (user-defined), there, of course, is a named
> structure named, lets say, "temp". So I can call "help, {temp}" to see
> what the fields are. Then, I reset IDL or even quit it. Then, start it
> again and type "help, {temp}" again - the information is printed out
> about the last state of the structure! Strange.
> I use 5.3 on a Mac.
> Thanks for any input.
> Pavel

Hello,

It is expected (at least I expect) the named structure to be retained from session to session. When I start-up a new session, I can do as you describe, HELP, {temp}, /Str and get output of all of the fields. The pointers are all null-pointers and the other fields are as I defined them in the Temp__Define procedure.

I think you are describing a different behavior and I'm not clear on what the behavior is. As an example, it sounds like you might have defined a string field in the temp__DEFINE procedure as Temp.Name = ". Later you did something like oTemp->SetProperty, Name = 'PAVEL'. Then you quit (or reset). Doing the Help, {Temp},Str shows Temp.Name = 'PAVEL'. Am I getting that right?

Ben

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