Subject: Re: object wizards

Posted by Bernard Puc on Fri, 13 Oct 2000 07:00:00 GMT

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David Fanning wrote:
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> Bernard Puc (bpuc@va.aetc.com) writes:
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>> Apparently, an array created with objarr() can only store one type of

- >> object. And thats consistent with arrays of structures. But, I want to
- >> store several different objects together somehow in a single variable.
- >> A structure doesn't work since I have a variable number of objects to
- >> store. Therefore, is the only way to do this with an array of pointers,
- >> where each pointer references an object reference?
- > Why would you think this!? This simple test works well:
- > IDL> a=objarr(2)
- > IDL> a[0] = Obj\_New('idlgrSurface')
- > IDL> a[1] = Obj\_New('idlgrPlot')

>

>

- > An object reference is an object reference. I can't see
- > how ObjArr or anyone else can object. :-)

Yep, you're absolutely right. I was misinterpreting the IDL error message. The problem I'm having is that I am defining an object with one of the data elements initialized as an objarr(1). Then, later on I am trying to append another object onto that array. I think what I need is a pointer to the object array.

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