
Subject: Re: DLM returning a pointer...

Posted by [Richard Younger](#) on Tue, 24 Apr 2001 15:27:00 GMT

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PS-

The object is another layer of abstraction, but it needn't be difficult. IDL code might look something like this, ignoring argument checking, error checking, etc. You can do that either on this level or on the level of the C wrapper routines.

```
.....
; File: DBinterface__define.pro

FUNCTION DBinterface::init

    self.struct_ptr = DBconnect_wrap
    RETURN, 1

END ;init

;-----
PRO DBinterface::cleanup

    error = DBclose_wrap(self.struct_ptr)
    self.struct_ptr = 0ULL

END ;cleanup

;-----
FUNCTION DBinterface::DBexecute, query

    RETURN, DBexec_wrap(self.struct_ptr, query)

END

;-----
FUNCTION DBinterface::DBgetval, index

    RETURN, DBgetv_wrap(self.struct_ptr, index)

END

;-----
PRO DBinterface__define

void = { $
    struct_ptr : 0ULL $
```

}

END ;DBinterface__define

.....
.....

Cheers,
Rich

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