
Subject: Re: _ref_extra

Posted by [Martin Schultz](#) on Thu, 23 Aug 2001 06:58:06 GMT

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JD Smith <jdsmith@astro.cornell.edu> writes:

>>

>> JD Smith wrote:

>>>

> ... and I for one have pined for a native method
> within IDL to allow this. This does not mean, however, that allowing
> such carte blanche access is always good idea. Typically, a *small*
> subset of a class' data fields are useful and stable for public
> consumption.
>
> JD

Wouldn't it be lovely, had the folks at RSI thought about a "public" and "private" attribute for object fields? This is another occasion where the quick-and-dirty IDL clashes with the programming language IDL.

BTW: Here's the 7 liner that I use in my Base object (and hence all objects) to do what Pavel advertises. I haven't tried if Struct_Assign also works the other way round ...

Cheers,

Martin

```
; -----  
; GetState:  
; This method returns the object "data" as a structure. Pointers and  
; object references are not copied, i.e. they are returned as  
; uninitialized variables (NullPointer)!
```

```
FUNCTION MGS_BaseObject::GetState
```

```
    ok = Execute('retval = {' + Obj_Class(self) + '}') ;; Same trick as in Copy  
    IF ok THEN BEGIN  
        Struct_Assign, self, retval  
    ENDIF ELSE BEGIN  
        retval = { nothing: 0L }  
    ENDELSE  
  
    RETURN, retval
```

```
END
```

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```
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