Subject: Re: Recursive Objects
Posted by Karl Schultz on Tue, 09 Oct 2001 15:49:04 GMT
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"Francesco Belletti" <guenhwyvar@libero.it> wrote in message
news:e7b4ed30.0110090547.79d8e345@posting.google.com...
> Hello,
> I'm a very beginner with IDL so I'm sorry if my question is too
> stupid.
> I need to store a object reference in an object structure:
>
> pro my_obj__define
> struct = {my_obj, another_obj:OBJ_NEW()}
> end

This is correct. OBJ_NEW() just puts a null object ref in your struct, which is what you want at this point.

> After another_obj is zeroed during object creation, it couldn't no
> more be used as an object reference!!
> I've tried to redeclare it
>
> another_obj=OBJ_NEW()

This just puts another null object ref in your structure.

You probably want to create this object in your ::Init method:

```
function my_obj::Init
  self.another_obj = OBJ_NEW('SomeOtherClass')
  return, 1
end
```

Your class "my_obj" is creating an instance of some other object of class "SomeOtherClass" when it initializes, presumably because your class "my_obj" needs the services of "SomeOtherClass". Depending on what your "my_obj" class does, you can instead create the object of class "SomeOtherClass" at some other time than in the ::Init method, but that all depends on when you need it.

Also note that you do not need to explicitly destroy this instance of "SomeOtherClass" in the my_obj::Cleanup method. Since the objref is in the class struct, IDL will find and destroy it for you.

Karl