
Subject: Re: array of objects?

Posted by [Pavel A. Romashkin](#) on Tue, 12 Feb 2002 17:22:20 GMT

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Ted is correct. For creating an array of objects, you need to use OBJARR function, then loop through the array and populate each element using OBJ_NEW. What you have created in your code is 100 references to the same object.

We talked before about the advantages of allowing definitions of object arrays the same way as normal arrays are made, but the consensus was that it is unsafe :(because, say, one could populate an object array with different object classes. Personally, I think it is not so and I'd leave that decision to the programmer, but heap variable arrays are slower a bit anyway, so none of the fast vector features of IDL would've worked on them anyway.

HTH,
Pavel

Thomas Bielser wrote:

```
>
> ...but IDL comes up with:
>
> IDL> print, a[0] -> getproperty( /integer_value )
>      99
> IDL> print, a[50] -> getproperty( /integer_value )
>      99
> IDL> print, a[99] -> getproperty( /integer_value )
>      99
>
> Is this a feature or a bug? Many thanks in advance!
> Thomas
```