
Subject: Re: use of 'obj_new' within another object definition
Posted by [David Fanning](#) on Mon, 18 Nov 2002 22:18:25 GMT
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paul (wisehart@runbox.com) writes:

I think this key is this:

```
;-----  
;my_object__define.pro  
  
pro my_object__define  
  
    foo: obj_new('other_object')  
  
end ; my_object
```

You can't really instantiate an object member in the definition module. The proper way to write this module is like this:

```
;-----  
;my_object__define.pro  
  
pro my_object__define  
  
    foo: obj_new()  
  
end ; my_object
```

IDL probably knows this (sometimes IDL is smarter than you would think on other occasions), and just stores the definition of the object member (i.e. this member is of type OBJECT) without actually calling the INIT method. This is exactly what I would hope would happen.

If you want to populate the object member with an instance of the other object, the proper place to do that is in the INIT method of the first object:

```
;-----  
  
function my_object::INIT  
  
    foo: obj_new('other_object')
```

```
    return, 1
end ; my_object
```

Cheers,

David

```
> Hi,
> I am experiencing a problem in IDL 5.4.
>
> I create an object called 'my_object', and define it in a file called
> 'my_object__define.pro'
>
> I do the same thing with 'other_object' , and
> 'other_object__define.pro'.
>
> Both of these objects compile and i can create variables with them.
> They both have 'init' functions that do basic initialization stuff.
>
> I know that the 'init' functions are getting called because I can
> put...
>
>   print,'i am here ...'
>
> ...statements in the init functions, and I will see the output when
> i initialize an object of that type.
>
> ...
>
>
> Now, my problem is that if I want 'my_object' to have an instance of
> 'other_object' as a member object, the init function( of
> 'other_object')
> doesn't get called.
>
> To elaborate...(snipping irrelevant stuff)
>
> ;-----
> ;my_object__define.pro
>
> pro my_object__define
>
>   foo: obj_new('other_object')
>
> end ; my_object
>
>
> ;-----
```

```
> ;other_object__define.pro
>
> function other_object::init
>   print, ' i am here!'
>   return, 1
> end ; init
>
> pro other_object__define
>
>   ;object definition stuff here
>
> end ; other_object
> ;-----
>
>
> When type ' x = obj_new('other_object') ' on the
> command line, I see the ' i am here!'.
>
> When type ' y = obj_new('my_object') ' on the
> command line, I DON'T see the ' i am here!'.
>
> Why is this?
>
> I don't get any errors otherwise, and
> according to the documentation on 'obj_new'
> it seems it should call the 'init' function
> in BOTH circumstances.
>
> Any ideas greatly appreciated,
>
> Paul Wisehart
> wisehart@runbox.com
>
```

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