
Subject: Re: IDL objects and names

Posted by [Rick Towler](#) on Wed, 12 Feb 2003 22:17:34 GMT

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"David Fanning" wrote

> Rick Towler writes:

>

>> FWIW, all atomic graphics objects inherit IDLgrGraphic (structure objects do

>> not).

>

> Well, there you go. That's why you can't make an IDLgrSurfacePlot

> object:

>

> Function idlgrsurfaceplot::init

> RETURN, 1

> END

>

> PRO idlgrsurfaceplot__define

> str = {idlgrsurfaceplot, inherits idlgrsurface, inherits idlgraxis}

> end

>

> And when I try to create the object, I get this:

>

> IDL> a=obj_new('idlgrsurfaceplot')

> % Conflicting or duplicate structure tag definition: IDLITCOMPONENT_TOP.

> % Execution halted at: IDLGRSURFACEPLOT__DEFINE 6 C:\IDL\David

> \idlgrsurfaceplot__define.pro

> % OBJ_NEW

> % \$MAIN\$

>

I know you did this as an academic exercise to prove the point but we don't want to mislead people into thinking they can't build complex objects from IDL's atoms because of the inheritance issue. A composite object like this should inherit IDLgrModel and then "Add" atoms such as the surface, axes and text.

-Rick
