
Subject: Re: IDL objects and names

Posted by [David Fanning](#) on Wed, 12 Feb 2003 21:38:52 GMT

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Rick Towler (rtowler@u.washington.edu) 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
%          $MAIN$
```

Humm. This explains an awful lot to me. :-(

Cheers,

David

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