Subject: Whither Object

Posted by MKatz843 on Wed, 09 Apr 2003 22:48:21 GMT

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What is the best way to define a new object variable such that:

A) if the object class exists, then it is loaded.

B) if the object class is unknown then we return obj\_new() or set a failure flag somehow.

Given an object class name in a string, I'd like to make a flexible definition:

```
a = obj_new("MyClass")
```

Then if there is a myclass\_\_define.pro, we assign the object, otherwise we assign obj\_new().

Perhaps I could create a new object-definition function with a success flag, like this

```
a = obj_new2("SchoolOnSaturday", noclass=noclass);-- noclass=1 if it failed.
```

To date, I've been using something like this

```
name = "MyClass"
CATCH, Error_Status
```

```
if (Error_status NE 0) then begin
print, 'Error_status = ', Error_Status
print, 'Error message: ', !ERROR_STATE.MSG
print, 'No such class'
endif else begin
a = obj_new(name)
endelse
```

That seems to work a little, but CATCH catches everything and I don't like using it. Another idea is that we could have a new function called obj\_test() where

YesItExists = obj\_test("MyClass")

Does such a function exist already? Has anyone out there solved this for themselves?

Thanks, M. Katz