
Subject: Re: overload init function in class/object ?

Posted by [Mark Hadfield](#) on Tue, 06 May 2003 19:55:37 GMT

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"paul wisehart" <wisehart@runbox.com> wrote in message
news:slrnbbg37q.2t7.wisehart@stingray.mcst.ssai.biz...

> I was under the assumption that you could overload the
> init function of an object.

>

> However, it doesn't work for me.

>

> In the below example I get an error if I try:

> IDL>o = obj_new('obj')

>

> Yet this works:

> IDL>o = obj_new('obj','test')

>

> I wanna be able to overload my init functions!

> Please tell me I'm doing something wrong.

>

>

> ;--- obj__define.pro -----

>

> function obj::init

> compile_opt idl2

> return, 1

> end

> ;-----

> function obj::init, p1

> compile_opt idl2

> print, p1

> return, 1

> end

> ...

You can't overload a function in this way in IDL. When IDL compiles your
obj__define.pro the second version of obj::init will *replace* the first.
However IDL allows optional parameters, so the way to handle this in IDL is
something like

```
function obj::init, p1
  compile_opt idl2
  if n_elements(p1) gt 0 then print, p1
  return, 1
end
```

The exact form of the test for the presence of the p1 positional parameter
depends on what you want to do with it; "if n_elements(p1) gt 0" is

generally what you want for input parameters.

--

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