
Subject: Re: Initializing object array

Posted by [Stein Vidar Hagfors H\[2\]](#) on Fri, 12 Mar 2004 16:48:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

David Fanning <david@dfanning.com> writes:

> JD Smith writes:

>

>> An object container is just a fancy wrapper around using a pointer to hold

>> a bunch of objects. So you can go either way. I personally prefer the

>> transparency of using your own pointer.

>

> I don't know. It's not just fancy, I think it's elegant.

> For holding objects, I really do prefer a container. :-)

Isn't it more awkward to e.g. loop in a one-line statement over the contents of a container?

Anyhow, here is what I think you were **really** trying to do in the first place:

```
FUNCTION MyProg::INIT, a
  self.c = ptr_new(a)
  RETURN, 1
END
```

```
PRO MyProg__Define
  class = {MYPROG, c:Obj_New()}
END
```

And **self.c* would be the array "a" of object pointers.

Stein Vidar Hagfors Haugan
ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

NASA Goddard Space Flight Center, Tel.: 1-301-286-9028
Mail Code 682.3, Bld. 26, Room G-1, Cell: 1-240-354-6066
Greenbelt, Maryland 20771, USA. Fax: 1-301-286-0264
