
Subject: Re: `_extra` and `call_method`

Posted by [David Fanning](#) on Mon, 31 Jan 2005 14:41:50 GMT

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Ben Tupper writes:

- > I'm running on just one cup of coffee this morning so maybe this is a fuzzy
- > question: could you explain the circumstances in which this is useful? If you
- > return dummy named structure - well, what about all the work that goes into
- > populating its properties it via the `INIT` function? Or is this for simple data
- > structures (ala widget event structures, etc. ?)

Since objects are implemented as named structures in IDL, I seem to find a number of instances where it would be helpful to know what the names of the fields in that object structure are. For example, one of the hugely time-consuming tasks in object writing is creating the `GetProperty` and `SetProperty` methods that allow you to manipulate and set/get values in the object structure. Wouldn't it be nice to automate those tasks and be able to get and set any property (field) in the object without necessarily knowing ahead of time what those properties might be? For example, I might like to respond to this:

```
anObject -> SetProperty, Foo=5
```

Without specifically having to define the `FOO` keyword for the object.

If `FOO` were a field of this object, I could write a generic `SetProperty` method like this (I'm leaving out a couple of important details, but I plan an article soon):

```
PRO myObject::SetProperty, _Extra=extra
```

```
  ; What keywords are you looking for?
  keywords = Tag_Names(_extra)
```

```
  ; What properties (fields) can be changed?
  Call_Procedure, Obj_Class(self) + '__define', struct, *****
  properties = Tag_Names(struct)
```

```
  ; Set the value of each field according to the keyword value.
  FOR j=0,N_Elements(keywords)-1 DO
    propertyIndex = Where(StrPos(properties, keywords[j]) EQ 0, match)
    IF match EQ 1 THEN self.(propertyIndex) = _extra.(j)
  ENDFOR
```

```
END
```

I can do something similar for a GetProperty method. Adding (copying, really) these two generic methods to every object I create, is MUCH less time consuming than defining each and every keyword for each and every property I hope to change.

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
