
Subject: Re: objects and widgets

Posted by [larkn10](#) on Thu, 06 Jul 2006 14:36:20 GMT

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Another thing you can do is something like the following:

```
;GET ALL VALID OBJECTS
  ov = obj_valid()

;COUNT THE INSTANCES OF YOUR CLASS
  className = 'TheNameOfYourClass'
  count = 0
  for i=0,n_elements(ov)-1 do begin
    if obj_isa(ov[i],className) gt 0 then count++
  endfor;i
  print,count

;IF YOU WANT THE OBJECT REFERENCE(S)
  if count gt 0 then begin
    ref = obj_arr(count)
    for i=0,n_elements(ov)-1 do begin
      if obj_isa(ov[i],className) gt 0 then ref = ov[i]
    endfor;i
  endif
```

This would retrieve all subclasses of the class you are interested in, so you might want to do something more to search for the specific class you need.

You probably wouldn't want to do this in a program, but it could be useful at times.

-Larry
