
Subject: Re: defining a data structure

Posted by [jkj](#) on Wed, 13 Jun 2007 18:33:09 GMT

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On Jun 13, 11:58 am, Ingo von Borstel <newsgr...@planetmaker.de> wrote:

> Hello there,

>

> I'm just starting to dive into IDL objects. As objects are based upon a
> certain struct, I need to define them beforehand. Unfortunately I fail
> to figure out how to put a structure definition into a file such that it
> is automatically found when calling the corresponding object creation
> routine.

>

> Could anyone please point me out how the myobjectstruct__define.pro has
> to look like in order for it being recognized? Just putting in the
> structure's definition doesn't work as well as writing the whole thing
> as a procedure or function.

>

> Best regards,

> Ingo

> --

> Ingo von Borstel <newsgr...@planetmaker.de>

> Public Key:<http://www.planetmaker.de/ingo.asc>

>

> If you need an urgent reply, replace newsgroups by vgap.

my_struct__define.pro

...and inside that file at least these:

```
function my_struct::init
```

```
    self.number = 14
```

```
    self.array = indgen(3) * 2
```

```
    return, 1
```

```
end
```

```
pro my_struct__define
```

```
    struct_define = { $
```

```
        my_struct,    $
```

```
        number:0,    $
```

```
        array:intarr(3) $
```

```
    }
```

```
end
```

...and now I can create an instance of my object:

```
test = obj_new('my_struct')
```

Does that help? From there you can make the structure more complicated and add methods to call, such as "add":

```
function my_struct::add  
  return, self.number + self.array  
end
```

...so the call
sum = test->add()
is now valid.

-Kevin
