
Subject: How to make an attribute of the object visible outside of the class

Posted by [natha](#) on Fri, 12 Oct 2007 21:48:37 GMT

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Hi people,

If I have an object like this:

```
PRO objectA__define
```

```
  struct = { objectA, $  
             a:0L $  
           }
```

```
END
```

and another object like this:

```
PRO objectB__define
```

```
  struct = {objectB, $  
            A:OBJ_NEW(objectA) $  
          }
```

```
END
```

How can I do for in a method in the class objectB treat with

self.A.a ??? Is it possible?

My code is more complex than this example and for the moment I resolve this problem using pointers..

I'm grateful for any suggestions

bye
