
Subject: structure into strcuture

Posted by [natha](#) on Fri, 12 Oct 2007 17:41:03 GMT

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Hi Gurus,

I want to declare an object structe with 4 structures inside. Is it possible ?

My class has 4 structures with 10 to 15 variables.

I declare the object like this example:

```
PRO objectA__define
  struct = { objectA, $
              struct_a={ a1:0L, $
                          a2:0L $
                          }, $
              struct_b={ b1:0L, $
                          b2:0L $
                          } $
            }
END
```

But IDL can't compile...

Maybe I need to declare everyone as a pointer and redefine every structure in the Init function but I don't want to do this.

How I can do ?

- Tanks -
