Subject: Re: Treating an object as a structure
Posted by natha on Wed, 04 Mar 2009 23:05:02 GMT
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Ok, thanks ...

With this discussion, all of a sudden I wondered how ITT people
implement the ALL keyword in GetProperty method of the objects ?
Because maybe the easiest way to get all the content of the object is
having the ALL keyword in GetProperty method. ( I know I said I don't
wanna use this method )

I don't know how can I implement this method. Maybe I will try
something like this:

PRO object::GetProperty, A=a, B=b, C=c, D=d, E=e, F=f, G=g, ALL=all

....

```
  IF ARG_PRESENT(all) THEN BEGIN
    all=CREATE_STRUCT
 ('A',self.a,'B',self.b,'C',self.c,'D',self.d,'E',self.e,'F', self.f,'G',self.g)
  ENDIF
END
```

Is it correct or there are a better way to do that ?