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Subject: Re: Object within an Object's Structure

Posted by [Michael Galloy](#) on Wed, 09 Jun 2010 19:34:08 GMT

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On 6/9/10 1:12 PM, carl wrote:

```
> Hello,
>
> I am trying to make use of what OOP functionality IDL has, and I wish
> to have as an object variable another object of a different type.
>
> Is this possible? If so, how do I specify this?
>
> I have an object type orbitingBody, and want to make an object
> orbitingPair. Would this work? how would it be then coded in my init
> function?
>
> pro orbitingpair__define
>   struct = { orbitingPair,
>             planet: obj_new('orbitingbody', args)
>             star: obj_new('orbitingbody', args)
>             etc...}
> end
>
> thanks,
>
> Carl
```

For object's instance variables, the definition of the type of the variable is done separately from the creation of the variable. So in your case:

```
function orbitingpair::init
```

```
    self.planet = obj_new('orbitingbody', args)
    self.star = obj_new('orbitingbody', args)
```

```
    return, 1
end
```

```
pro orbitingpair__define
    define = { OrbitingPair, $
              planet: obj_new(), $
              star: obj_new() $
            }
end
```

Mike

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