
Subject: Object within an Object's Structure
Posted by [carl](#) on Wed, 09 Jun 2010 19:12:17 GMT
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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
