
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
