
Subject: Object filenames

Posted by [mankoff](#) on Mon, 26 Jul 2010 18:01:15 GMT

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Hi Group,

Standard IDL syntax is to have an object "foo" in a file called "foo__define.pro" that contains, perhaps, something like this:

```
PRO foo__define, class
  class = { foo:42, bar:"baz" }
END
```

And then to instantiate said object like this:

```
IDL> f = obj_new('foo')
```

=====

Would it be simpler, and does anyone see any negatives, to the following setup:

- 1) Rename the file from "foo__define.pro" to "foo.pro"
- 2) Keep the contents exactly as before
- 3) Append the following to the bottom:

```
FUNCTION foo, _EXTRA=e
  return, obj_new('foo', _EXTRA=e)
END
```

- 4) Instantiate the object with the simpler syntax:

```
IDL> f = foo()
```

=====

This seems a bit cleaner for an end-user of an object group. Cons are that you cannot tell that it is an object based on the filename (no __define), nor when reviewing the code. And you cannot access the structure of the object as a stand-alone structure by the "f = {foo}" syntax. As object structures should probably not be accessed directly, those seem like trivial issues.

-k.