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Subject: Object Programming

Posted by [David Fanning](#) on Wed, 11 May 2011 19:04:19 GMT

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Folks,

I guess it has been awhile since I did some extensive object programming, but goodness, IDL doesn't like it when you make mistakes!

I suppose I crashed IDL 25-30 times already today, both IDL 7.1.1 and IDL 8.1. It seems as though if put a breakpoint in an object program and then do a .RESET from the IDL command line that IDL is certain to crash.

The error I was tracking down looked something like this:

```
FUNCTION foo, x, y

    obj = Obj_New('foo', x, y)

    RETURN, obj

END
```

Both routines are written in such a way that you can pass one or two parameters. If I pass a single parameter:

```
IDL> obj = FOO(data)
```

The object INIT method was reporting that I was passing *\*two\** parameters (I was checking with N\_Params()) and my program was getting into trouble because I assumed y was defined in the code. It was actually passing an undefined variable into the object INIT method. Is this how IDL has always worked? I could have sworn I've done this many, many times in the past without difficulty, but perhaps I wasn't using N\_Params() to check parameters in that code.

Anyway, lesson for today: Don't make a mistake when you are writing IDL object programs!

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")

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