
Subject: Re: Object SetProperty Not inherited

Posted by [David Fanning](#) on Thu, 05 Jan 2012 01:41:51 GMT

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godber writes:

> Using IDL 8.1 I am having a hard time setting properties on objects as the documentation suggests I can. Using the sample object from the documentation:

```
>
> PRO myObjectClass__define
> structure = { myObjectClass, $
>     PROPERTY1: 0L, $
>     PROPERTY2: ", $
>     INHERITS IDL_Object $
> }
```

```
> END
```

> I then instantiate and try to set a property as follows and I get an undefined method error

```
> IDL> o = Obj_New('myobjectclass')
> % Compiled module: MYOBJECTCLASS__DEFINE.
> IDL> o.property2 = 'foo'
> % Attempt to call undefined method: 'MYOBJECTCLASS::SetProperty'.
> % Execution halted at: $MAIN$
```

> The documentation suggests that subclassing IDL_Object should make using the dot operator possible:

> "If your object inherits from the IDL_Object class, you can set or change the object's properties after object initialization by calling the property directly using the dot operator:

```
> Obj.PROPERTY = value, ...
> "
```

> What am I missing?

You have to write the SetProperty and GetProperty methods for this object class. Then, you can use the "dot" operators to call the methods like you are doing.

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.")
