
Subject: Re: New free DLL for calling Python from IDL!

Posted by [chris_torrence@NOSPAM](#) on Mon, 03 Mar 2014 23:40:29 GMT

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On Monday, March 3, 2014 4:37:09 PM UTC-7, ronning wrote:

>> But here's a question for Jason or Ronn: once I've created the "p" object, it says it is a "tuple". Is there any way to get properties back out of the object? I tried the following:

```
>
>>
>
>> IDL> pb = pyimportbuiltins()
>
>>
>
>> IDL> pbgetattr(p,'colors')
>
>>
>
>> % PYTHONOBJECT::GETATTR: AttributeError: 'tuple' object has no attribute 'colors'
>
>>
>
> Jason may have a better way but what I would do is pull the tuple apart into separate variables
on the python side using pyexec and then get them back one at a time.
>
>
>
> This is exactly the case where maybe at some point we can get Jason to mod Slither to return
something like a Dictionary object.
```

Yes. What I want to do is just:

```
print, p.colors
```

Then it will really look like IDL code, and we'll all be horribly confused. :-)

-C
