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Subject: Accessing class structure fields outside the class

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Hello everyone. I would like to access field values in class structures outside their class.

For example:

```
Pro class1__define
struct = {class1, value:5, pointer:new_ptr(3)}
end
```

```
Pro main
a = {class1}
print, a.value, *a.pointer
end
```

This approach 'zeros' the values inside class1's structure and turns any pointers into a null pointer. Is there a way to access the field values in class1's struct outside the class? Among other reasons, I want to accomplish this without having class1's structure be defined in main so that other methods, functions, and procedures can operate on the field values as they change during a calculation

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