Subject: Re: Accessing class structure fields outside the class
Posted by Russell[1] on Tue, 19 May 2015 20:28:29 GMT
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You're making a few mistakes here.

The class prototype (your class1__define), only defines the datatypes of the class fields. So the fact that you use "value:5" is irrelevant, since this procedure simply defines class1 as a named structure that will contain field named "value" which is an integer. Similarly, you have a field named "pointer" which is a pointer data type.

You will need to explicitly initialize the data. In your example this would be:

```
pro class1__define
  foo = {CLASS1, value:0, pointer: ptr_new()}
end

pro main
  a={class1,5,ptr_new(4.)}

  print, a.value, *a.pointer
end
```

Hope this helps.

Russell

On Tuesday, May 19, 2015 at 4:12:28 PM UTC-4, evan....@richmond.edu wrote:
> 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