
Subject: Re: Accessing class structure fields outside the class
Posted by [Matthew Argall](#) on Tue, 19 May 2015 20:30:58 GMT
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On Tuesday, May 19, 2015 at 2:12:28 PM UTC-6, 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

You can have your class inherit IDL_Object:

http://exelisvis.com/docs/IDL_Object.html

See the "IDL_Object and Property Access" section on this page:

http://exelisvis.com/docs/WhatsNew_in_8_0.html

Also, look at "Automatic Class Structure Definition" on this page:

http://exelisvis.com/docs/creating_an_object_class_1.html

You are nearly there.
