
Subject: Re: Class inheritance with CREATE_STRUCT?

Posted by [Helder Marchetto](#) on Thu, 06 Jul 2017 07:16:56 GMT

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I would say that you're stuck with the curly bracket notation. Create_struct() is meant for run-time definition of a structures and objects are typically static. Is this just an aesthetic problem or do you plan to dynamically create the structure of the object?

However, if a dynamic object is what you really want, then you could use hashes and dictionaries in the structure definition (with curly brackets).

Here are some useful object related links, in case you didn't come across these things:

<http://www.idlcoyote.com/tips/getproperty.html>

http://www.idlcoyote.com/code_tips/allprops.html

I hope it helps,
Helder

On Thursday, July 6, 2017 at 1:15:11 AM UTC+2, andre.w...@web.de wrote:

> Hello,

>

> I am trying to create a new object class structure which inherits from IDL_Object. I want to use CREATE_STRUCT for this, but it seems like that is not possible. Am I stuck with the curly bracket struct creation?

>

> My minimal example (this fails with syntax error):

>

> pro teststruct__define

> ;void={teststruct, a:0, inherits IDL_Object} ; this works

> void = CREATE_STRUCT(NAME='teststruct', 'a', 0, inherits IDL_Object) ; syntax error

> end
