Subject: Re: how to get info on object fields Posted by davidf on Mon, 25 Aug 1997 07:00:00 GMT

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## Mirko Vukovic writes:

- > I was trying to write a general extraction routine for objects. The
- > idea was to pass the name of a field, it would check if the field
- > exists, get its tag number and extract it. It would work on the object
- > as if it were a structure. But TAG NAMES does not work on objects
- > (which does make sense as SELF is still an object (type =11), not a
- > structure). (see code below for my implementation).

>

- > I like using objects, but sometimes they are too cumbersome for
- > debugging purposes. I would also like to have a set of general routines
- > applicable to all objects (via inheritance). That is why a general
- > routine for extracting a field would be nice. Any clues how I might go
- > about it?

I used this code to get something working in just a few minutes. These objects can have superclasses, of course, and I am not checking for that. You could use Obj Class to find all the superclass structures in an iterative way. The code would not be too hard to implement.

The way this code works is to use Obj\_Class to get the name of the object, which is the name of the structure you want. I create the right kind of structure with the Execute command. To extract the field. I have to use a second Execute statement.

## FUNCTION OBJECT::EXTRACT, field

```
; Check if FIELD is a valid field name. If it is,
; return the field. If not, return -1.
thisClass = Obj_Class(self)
ok = Execute('thisStruct = {' + thisClass + '}')
structFields = Tag_Names(thisStruct)
index = WHERE(structFields EQ StrUpCase(field), count)
IF count EQ 1 THEN BEGIN
  ok = Execute('Return, SELF.' + structFields(index(0)))
ENDIF ELSE BEGIN
  Message, 'Can not find field "' + field + $
     " in structure.', /Informational
  RETURN, -1
ENDELSE
END
```

This should give you some ideas.	
Cheers,	
David	
David Fanning, Ph.D. Fanning Software Consulting Customizable IDL Programming Courses Phone: 970-221-0438 E-Mail: davidf@dfanning.com	
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