
Subject: object wizards

Posted by [Bernard Puc](#) on Fri, 13 Oct 2000 07:00:00 GMT

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Hello,

Apparently, an array created with `objarr()` can only store one type of object. And that's consistent with arrays of structures. But, I want to store several different objects together somehow in a single variable. A structure doesn't work since I have a variable number of objects to store. Therefore, is the only way to do this with an array of pointers, where each pointer references an object reference?

Any ideas much appreciated.

--

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Subject: Re: object wizards

Posted by [Bernard Puc](#) on Fri, 13 Oct 2000 07:00:00 GMT

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David Fanning wrote:

>

> Bernard Puc (bpuc@va.aetc.com) writes:

>

>> Apparently, an array created with `objarr()` can only store one type of
>> object. And that's consistent with arrays of structures. But, I want to
>> store several different objects together somehow in a single variable.
>> A structure doesn't work since I have a variable number of objects to
>> store. Therefore, is the only way to do this with an array of pointers,
>> where each pointer references an object reference?

>

> Why would you think this!? This simple test works well:

>

> IDL> a=objarr(2)

> IDL> a[0] = Obj_New('idlgrSurface')

> IDL> a[1] = Obj_New('idlgrPlot')

>

> An object reference is an object reference. I can't see

> how `ObjArr` or anyone else can object. :-)

Yep, you're absolutely right. I was misinterpreting the IDL error message. The problem I'm having is that I am defining an object with one of the data elements initialized as an `objarr(1)`. Then, later on I am trying to append another object onto that array. I think what I need

