Subject: Re: making an object from class structure?
Posted by davidf on Wed, 17 Jan 2001 15:32:46 GMT

Craig Markwardt (craigmnet@cow.physics.wisc.edu) writes:

> Hi object experts!
>
> I am a little stymied on an "internal" object question. In the course
> of restoring objects from a SAVE file, I can definitely restore the
> class *structure*. That is, I can read the structure definition, the
> super classes, etc and reconstruct a class structure filled with the
> correct data.
>
> My question is, how do I get an object "pointer" to it. To be clear,
> the is the difference between S and O in the following code:
>
>   s = {objtype, name:'a', value: 27}
>   o = obj_new('objtype')
>
> IDL> help, s, o
> S   STRUCT   = -> OBJTYPE Array[1]
> O   OBJREF   = <ObjHeapVar3(OBJTYPE)>
>
> I have a structure like S, and want to make it into an object pointer
> like O, preserving the data inside S.
>
> Any ideas, or is this impossible?

Definitely impossible. :-)

I mean, maybe it's theoretically possible, given either INIT
or SETPROPERTY methods that configure *every* internal
field in the object structure. But I've never, ever written
an object that allows that, and I can't imagine the RSI-supplied
objects do it either.

Cheers,

David

P.S. Let's just say I'm not exactly renowned for my
programming imagination, so maybe there is still hope
from another source. :-)

--
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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Toll-Free IDL Book Orders: 1-888-461-0155

Subject: Re: making an object from class structure?
Posted by Pavel A. Romashkin on Wed, 17 Jan 2001 20:05:31 GMT
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Craig Markwardt wrote:
>
> Hi object experts!
>
> I am a little stymied on an "internal" object question. In the course
> of restoring objects from a SAVE file, I can definitely restore the
> class *structure*. That is, I can read the structure definition, the
> super classes, etc and reconstruct a class structure filled with the
> correct data.
>
> My question is, how do I get an object "pointer" to it.

Hi Craig,

Isn't it the object *reference* that you get when you restore a saved
object? I could never get to object *structure* definition (which I use
for my lazy-sitting-place loop cleanup method) by using anything other
means than o_str = {My_obj}. Or are you looking for a way to get a
definition from SAV, then re-fill it manually and assign it to an
object reference?

Cheers,
Pavel

Subject: Re: making an object from class structure?
Posted by Craig Markwardt on Wed, 17 Jan 2001 21:41:01 GMT
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"Pavel A. Romashkin" <pavel.romashkin@noaa.gov> writes:
>
> ... Or are you looking for a way to get a
> *definition* from SAV, then re-fill it manually and assign it to an
> object reference?

Bingo.

Craig

--
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```
Craig B. Markwardt, Ph.D.   EMAIL: craigmnet@cow.physics.wisc.edu
Astrophysics, IDL, Finance, Derivatives | Remove "net" for better response
```
  ------------------------------------------------------------ -------------
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Subject: Re: making an object from class structure?
Posted by Pavel A. Romashkin on Wed, 17 Jan 2001 22:23:06 GMT
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I guess I am still a little confused.
If you are going to manually fill in values into future object's fields,
why not get its definition from SAV and then use OBJ_NEW and SETPROPERTY
to make a reference and fill it with data?

Cheers,
Pavel

Subject: Re: making an object from class structure?
Posted by davidf on Wed, 17 Jan 2001 22:47:33 GMT
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Pavel A. Romashkin (pavel.romashkin@noaa.gov) writes:

> I guess I am still a little confused.

Pavel, he is making his *own* save files. :-)

> If you are going to manually fill in values into future object's fields,
> why not get its definition from SAV and then use OBJ_NEW and SETPROPERTY
> to make a reference and fill it with data?

For the simple reason that the SETPROPERTY method doesn't
(in my experience, *ever*) allow you to set all the fields
of the object.

Cheers,

David

--
David Fanning, Ph.D.
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Phone: 970-221-0438 E-Mail: davidf@dfanning.com

Subject: Re: making an object from class structure?
Posted by Pavel A. Romashkin on Wed, 17 Jan 2001 22:54:47 GMT
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David Fanning wrote:
>
> For the simple reason that the SETPROPERTY method doesn't
> (in my experience, *ever*) allow you to set all the fields
> of the object.

If we already are so far as filling in the fields manually, we might as
well write code for it (call it HackProperty instead of SetProperty),
since even manual assignment requires typing. At least on my computer -
I can't yet talk to it (well, I do talk to it but it does not know all
the words that I use, and I hope it does not literally respond to some
of them).

Cheers,
Pavel