
Subject: making an object from class structure?

Posted by [Craig Markwardt](#) on Wed, 17 Jan 2001 15:14:42 GMT

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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?

Craig

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