Subject: Initializing object array

Posted by David Fanning on Tue, 09 Mar 2004 03:17:33 GMT

Folks,

I've been programming fast and furious for nearly 12 hours straight.
Can't think straight. Not enough postings here today to distract
me. :-(

Anyway, I can use some succor.

I have an object. One of the fields of this objects
is a object array. The field is called "contours":

```
PRO myclass__define
  class = { MYCLASS, contours:Obj_New()}
END
```

Now, when I create the object, I want to pass an object
array of ROI objects that I created somewhere else.

```
FUNCTION myclass::INIT, Contours=contours
  self.contours = contours
  RETURN, 1
END
```

This doesn't work. Says contours must be a scalar
in this context. Well!!! Shucks.

Surely I have done this before. But I can't for the
life of me remember how. How do I initialize a field
as an object array?

Yours in programming-induced stupidity,

David

P.S. Let's just say if I can just get over this one little
hurtle that this program from hell may actually be finished!

--
David Fanning, Ph.D.
Fanning Software Consulting
Coyote's Guide to IDL Programming: http://www.dfanning.com/

Subject: Re: Initializing object array
Posted by Mark Hadfield on Tue, 09 Mar 2004 20:04:02 GMT
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David Fanning wrote:
> Yes, thank you everyone. It is clear in the light of day that
> what I wanted was a container not an object array. But you know
> how it is, you are frantic to finish, you have been programming
> for hours and hours, and somehow you just get an idea stuck in
> your mind that for some reason you *don't* want a container
> here.

Perhaps you didn't want the contained objects to be destroyed with the
container, as IDL_Container is wont to do.

> I've got to get my mind off of how much money I'm
> not making. :-(

I know how you feel. I didn't make $10 million dollars last year.

--
Mark Hadfield   "Ka puwaha te tai nei, Hoea tatou"
m.hadfield@niwa.co.nz
National Institute for Water and Atmospheric Research (NIWA)

Subject: Re: Initializing object array
Posted by JD Smith on Wed, 10 Mar 2004 23:24:42 GMT
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On Tue, 09 Mar 2004 10:38:37 -0700, David Fanning wrote:

> Ben Tupper writes:
>
>> [quoted text muted]
>
> Yes, thank you everyone. It is clear in the light of day that
> what I wanted was a container not an object array. But you know
> how it is, you are frantic to finish, you have been programming
> for hours and hours, and somehow you just get an idea stuck in
> your mind that for some reason you *don't* want a container
> here. I've got to get my mind off of how much money I'm
> not making. :-(

An object container is just a fancy wrapper around using a pointer to hold
a bunch of objects. So you can go either way. I personally prefer the
transparency of using your own pointer.

JD

Subject: Re: Initializing object array
Posted by David Fanning on Thu, 11 Mar 2004 04:12:16 GMT
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JD Smith writes:

> An object container is just a fancy wrapper around using a pointer to hold
> a bunch of objects. So you can go either way. I personally prefer the
> transparency of using your own pointer.

I don't know. It's not just fancy, I think it's elegant.
For holding objects, I really do prefer a container. :-)

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting
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Subject: Re: Initializing object array
Posted by Stein Vidar Hagfors H[2] on Fri, 12 Mar 2004 16:48:10 GMT
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David Fanning <david@dfanning.com> writes:

> JD Smith writes:
>
>> An object container is just a fancy wrapper around using a pointer to hold
>> a bunch of objects. So you can go either way. I personally prefer the
>> transparency of using your own pointer.
>
> I don't know. It's not just fancy, I think it's elegant.
> For holding objects, I really do prefer a container. :-)

Isn't it more awkward to e.g. loop in a one-line statement over the
contents of a container?

Anyhow, here is what I think you were *really* trying to do in the
first place:

```
FUNCTION MyProg::INIT, a
  self.c = ptr_new(a)
  RETURN, 1
END

PRO MyProg__Define
  class = {MYPROG, c:Obj_New()}
END
```

And *self.c would be the array "a" of object pointers.

 -- --------------
Stein Vidar Hagfors Haugan
ESA SOHO SOC/European Space Agency Science Operations Coordinator for SOHO

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 -- --------------

Subject: Re: Initializing object array
Posted by David Fanning on Fri, 12 Mar 2004 17:09:45 GMT
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Stein Vidar Hagfors Haugan writes:

> Anyhow, here is what I think you were *really* trying to do in the
> first place:

Well, heck, if I knew what I was *really* trying to do,
do you think I would be writing to the IDL newsgroup! :-)

I appreciate all the suggestions. Pressure (without enough
tennis) just makes you crazy.

Cheers,

David
--
David Fanning, Ph.D.
Fanning Software Consulting
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