Subject: Re: defining a data structure Posted by jkj on Wed, 13 Jun 2007 18:33:09 GMT

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```
On Jun 13, 11:58 am, Ingo von Borstel <newsgro...@planetmaker.de>
wrote:
> Hello there.
> I'm just starting to dive into IDL objects. As objects are based upon a
> certain struct, I need to define them beforehand. Unfortunately I fail
> to figure out how to put a structure definition into a file such that it
> is automatically found when calling the corresponding object creation
> routine.
>
> Could anyone please point me out how the myobjectstruct__define.pro has
> to look like in order for it being recognized? Just putting in the
> structure's definition doesn't work as well as writing the whole thing
> as a procedure or function.
>
> Best regards,
> Ingo
> Ingo von Borstel
                             <newsgro...@planetmaker.de>
> Public Key:http://www.planetmaker.de/ingo.asc
> If you need an urgent reply, replace newsgroups by vgap.
my struct define.pro
...and inside that file at least these:
function my_struct::init
 self.number = 14
 self.array = indgen(3) * 2
 return, 1
end
pro my struct define
 struct_define = { $
  my_struct,
  number:0,
  array:intarr(3) $
end
```

...and now I can create an instance of my object:

test = obj_new('my_struct')

Does that help? From there you can make the structure more complicated and add methods to call, such as "add":

function my_struct::add return, self.number + self.array end

...so the call sum = test->add() is now valid.

-Kevin

Subject: Re: defining a data structure
Posted by David Fanning on Wed, 13 Jun 2007 18:39:10 GMT
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Ingo von Borstel writes:

- > I'm just starting to dive into IDL objects. As objects are based upon a
- > certain struct, I need to define them beforehand. Unfortunately I fail
- > to figure out how to put a structure definition into a file such that it
- > is automatically found when calling the corresponding object creation
- > routine.

>

- > Could anyone please point me out how the myobjectstruct__define.pro has
- > to look like in order for it being recognized? Just putting in the
- > structure's definition doesn't work as well as writing the whole thing
- > as a procedure or function.

Huh? Say what!?

Put your structure definition in the LAST module in the file. Name the module STRUCT__DEFINE and name the file struct__define.pro and you are finished. (Two underscores in both the module and filenames.) Then just make the object:

IDL> obj = Obj_New('Struct')

Cheers,

David

--

David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")

Subject: Re: defining a data structure
Posted by Ingo von Borstel on Thu, 14 Jun 2007 16:29:08 GMT
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```
Hi,
>
> my_struct__define.pro
>
  ...and inside that file at least these:
> function my_struct::init
>
   self.number = 14
>
   self.array = indgen(3) * 2
>
>
   return, 1
>
> end
> pro my_struct__define
   struct_define = { $
     my_struct,
                   $
>
     number:0,
                    $
>
     array:intarr(3) $
>
   }
> end
```

Thanks, that's what I've been missing. Blind as I am from time to time, I have been unable to deduce this from or find it in the manuals.

Best regards, Ingo

--

Ingo von Borstel <newsgroups@planetmaker.de> Public Key: http://www.planetmaker.de/ingo.asc

If you need an urgent reply, replace newsgroups by vgap.

Subject: Re: defining a data structure Posted by David Fanning on Thu, 14 Jun 2007 16:36:50 GMT

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Ingo von Borstel writes:

- > Thanks, that's what I've been missing.
- > Blind as I am from time to time, I have been unable to deduce this from
- > or find it in the manuals.

You're reading the wrong books. :-)

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: http://www.dfanning.com/

Sepore ma de ni thui. ("Perhaps thou speakest truth.")