
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 <newsgr...@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 <newsgr...@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.")
