
Subject: Saved Object Question

Posted by [David Fanning](#) on Wed, 19 Aug 2009 23:00:51 GMT

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Folks (and especially JD),

JD wrote a nifty little routine that can be called when saved objects are restored. You can read about it on the bottom of this page:

http://www.dfanning.com/tips/saved_objects.html

The idea is that the object's code, and that of its superclasses, will be compiled just before (or just after, in some cases) the object is restored, thereby guaranteeing that the object's methods will be available to it.

I had reason to use this little routine this afternoon, and ran into a complication. When one of the object's superclasses is a built-in IDL routine (in this case `IDL_Container`), the routine fails, complaining--rightly--that it can't find the undefined procedure/function named `idl_container__define`.

The line it is complaining on is, of course, the `CALL_PROCEDURE` line.

My head is already half-way into tennis mode for a match tonight, so I thought I would ask if anyone had an idea for how to stop this routine from crashing when it reached a system routine or object.

Cheers,

David

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David Fanning, Ph.D.

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

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

Subject: Re: Saved Object Question

Posted by [Matt\[2\]](#) on Fri, 21 Aug 2009 14:35:03 GMT

David Fanning <news@dfanning.com> writes:

- > In the meantime, it works, appears
- > reasonably fast, and is something ugly I can point
- > to when my grandchildren (some day!) ask me if I
- > ever wrote ugly IDL code. ;-)

Coyote Ugly Code (tm)

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