
Subject: Smart way to extract the same attribute from a list of objects?

Posted by [Paul Van Delst\[1\]](#) on Thu, 04 Oct 2012 15:44:07 GMT

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Hello,

I have a list,

```
IDL> help, r
```

```
R      LIST <ID=2 NELEMENTS=616>
```

composed of only a single type of object,

```
IDL> help, r[0]
```

```
<Expression> OBJREF = <ObjHeapVar3(RTSOLUTION)>
```

```
IDL> help, r[200]
```

```
<Expression> OBJREF = <ObjHeapVar1803(RTSOLUTION)>
```

```
..etc..
```

What I want to do is extract the same attribute from every object in the list.

The way I'm doing it now is:

```
radiance = DBLARR(r.Count())
FOR i=0,r.count()-1 DO BEGIN
  r[i].get_property, radiance=x
  radiance[i]=x
ENDFOR
```

and then I can do stuff with "radiance", such as plot it.

I find the above a little bit clunky since I have to explicitly iterate through the list to pull out what I want, creating the temporary "holding" array beforehand. If I want to extract more than one thing I end up with something like

```
n = r.Count()
channel = LONARR(n)
radiance = DBLARR(n)
FOR i=0,n-1 DO BEGIN
  r[i].get_property, radiance=x, channel=j
  radiance[i]= x
  channel[i] = j
ENDFOR
```

which just looks messy.

Does anyone have any better/faster/more-elegant solutions to this sort of problem?

I've had a look at the `_overloadBracketsRightSide` function documentation but, to be honest, the description seems rather impenetrable to me. I guess I'm looking for something akin to the "ELEMENTAL" attribute in Fortran where a procedure written for in/output scalars can also operate on any rank arrays (as long as they are conformable.)

cheers,

paulv

Subject: Re: Smart way to extract the same attribute from a list of objects?
Posted by [PMan](#) on Thu, 04 Oct 2012 16:56:44 GMT
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Actually, I my `setProperty` and `getProperty` functions I stole from here:

<http://idldatapoint.com/2012/01/05/a-technique-for-flexible-getsetProperty-methods-in-idl-8/>

The author did something similar to me, but uses a hash object inside his object, whereas I just inherited the list object into my object.
