
Subject: Accessing class structure fields outside the class

Posted by evan.jones@richmond.e on Tue, 19 May 2015 20:12:26 GMT

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Hello everyone. I would like to access field values in class structures outside their class.

For example:

```
Pro class1__define
struct = {class1, value:5, pointer:new_ptr(3)}
end
```

```
Pro main
a = {class1}
print, a.value, *a.pointer
end
```

This approach 'zeros' the values inside class1's structure and turns any pointers into a null pointer. Is there a way to access the field values in class1's struct outside the class? Among other reasons, I want to accomplish this without having class1's structure be defined in main so that other methods, functions, and procedures can operate on the field values as they change during a calculation

Subject: Re: Accessing class structure fields outside the class

Posted by [Russell\[1\]](#) on Tue, 19 May 2015 20:28:29 GMT

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You're making a few mistakes here.

The class prototype (your class1__define), only defines the datatypes of the class fields. So the fact that you use "value:5" is irrelevant, since this procedure simply defines class1 as a named structure that will contain field named "value" which is an integer. Similarly, you have a field named "pointer" which is a pointer data type.

You will need to explicitly initialize the data. In your example this would be:

```
pro class1__define
  foo = {CLASS1, value:0, pointer: ptr_new()}
end
```

```
pro main
  a={class1,5,ptr_new(4.)}

  print, a.value, *a.pointer
end
```

Hope this helps.

Russell

On Tuesday, May 19, 2015 at 4:12:28 PM UTC-4, evan....@richmond.edu wrote:

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>

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Subject: Re: Accessing class structure fields outside the class

Posted by [Matthew Argall](#) on Tue, 19 May 2015 20:30:58 GMT

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On Tuesday, May 19, 2015 at 2:12:28 PM UTC-6, evan....@richmond.edu wrote:

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You can have your class inherit IDL_Object:

http://exelisvis.com/docs/IDL_Object.html

See the "IDL_Object and Property Access" section on this page:

http://exelisvis.com/docs/WhatsNew_in_8_0.html

Also, look at "Automatic Class Structure Definition" on this page:

http://exelisvis.com/docs/creating_an_object_class_1.html

You are nearly there.
