
Subject: Re: object reference in a structure

Posted by [Phillip & Suzanne](#) on Tue, 15 Sep 1998 07:00:00 GMT

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Charlie Solomon wrote:

```
> Hi everyone...is it possible to put an object reference in a structure
> variable? For example, I create a new object, then create a pointer to an
> info structure for my widget and try to include the object reference in the
> structure:
```

```
> junk = 'charlie was here'
> ptr_new, info( { junk:junk, oWindow:0 } )
```

Try this:

```
junk='charlie was here'
ptr_new, info({junk:junk, oWindow:Obj_New()})
```

```
> But when I try to access it bad things happen (I can get the actual error
> message if needed). Here's how I try to access it:
```

```
> (*info).oWindow = obj_new('IDLgrWindow') ;no worky
> (*info).oWindow -> method, keywords ;no worky
```

```
> Should I even be trying this? I want to be able to store the object
> reference in info after it is created in another procedure and passed back
> so that my widget program can modify properties and destroy it based on
> xmanager events. Thanks!
```

The problem really turns out to be one of data types. An IDL object reference is not a short integer. I believe it is a long integer, but Obj_New() returns a null object reference that is definitely the correct type. Once this is set up, I believe you'll be in great shape.

Phillip

Subject: Re: object reference in a structure

Posted by [Vap User](#) on Thu, 17 Sep 1998 07:00:00 GMT

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"Charlie Solomon" <crsolomon@west.raytheon.com> writes:

```
>
> Hi everyone...is it possible to put an object reference in a structure
> variable? For example, I create a new object, then create a pointer to an
> info structure for my widget and try to include the object reference in the
```

```
> structure:
>
> junk = 'charlie was here'
> ptr_new, info( { junk:junk, oWindow:0 } )
>
```

Imminently doable. The thing you must store in the structure is a null object reference. You get one in a way analogous to how you get a null pointer reference, i.e. with `Obj_New()`. Try...

```
Widget_Control, widget_id_where_you_want_to_store_this_info, $
  set_UValue=Ptr_New( { junk:junk, oWindow: Obj_new() } )
```

Then everything else will work fine. I do this sort of thing all the time.

```
>
> But when I try to access it bad things happen (I can get the actual error
> message if needed). Here's how I try to access it:
>
> (*info).oWindow = obj_new('IDLgrWindow') ;no worky
> (*info).oWindow -> method, keywords ;no worky
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> Should I even be trying this? I want to be able to store the object
> reference in info after it is created in another procedure and passed back
> so that my widget program can modify properties and destroy it based on
> xmanager events. Thanks!
>
>
```

--

I don't speak for JPL, it doesn't speak for me.

Well, not all the time, at least.

William Daffer <vapuser@haifung.jpl.nasa.gov>

Subject: Re: object reference in a structure

Posted by [Charlie Solomon](#) on Fri, 18 Sep 1998 07:00:00 GMT

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Thank you for the help, I'm now up and running...Charlie
