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Subject: object reference in a structure

Posted by [Charlie Solomon](#) on Tue, 15 Sep 1998 07:00:00 GMT

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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 } )
```

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!

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