
Subject: Object Oriented programming question

Posted by [Jean-Francois Lavoie](#) on Thu, 22 Apr 1999 07:00:00 GMT

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Hi, I'm new to IDL and I'm looking forward using Object Oriented programming under IDL. As far as I can see, IDL doesn't support internal method calling inside a class, am I right ? I mean, within class A, suppose we have method A::Init and then A::SetValue, how can (or is it simply possible) to call the A::SetValue method from A::Init ? I didn't find any way to do this yet.. Can someone help ? Thanks,

Jean-Francois Lavoie

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Subject: Re: Object Oriented programming question

Posted by [mallors](#) on Fri, 23 Apr 1999 07:00:00 GMT

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In article <372074A1.3FD713D7@astro.estec.esa.nl>,

>

> Oh that's pretty simple (sorry I shouldn't say this ;-) - a good
> way to see how is the file lib/trackball__define.pro

>

> at definition of an object like trackball, the ::init method
> is called which may be defined in such a way that you can specify
> required and optional parameters - remember that you set the
> object using self.(whatever...)

>

> it is a very good (and probably the only) way to have all object
> related methods in one file like the above examples trackball_define.pro
> follow stricktly the order:

> a) first arbitrary methods specialized for this object only

> b) typical, more general methods (SetProperty, GetPro....

> c) the init method

> d) finally, the define method

>

> IDL does then the rest - if you need another example like

> creating a complete atom by a set of objects starting from

> simple spheres, mail me (only an example, not fully done)

There is no problem defining object methods each in their own files. For larger objects with many methods, I prefer to put each method in its own file, and let IDL's automatic compilation do the rest. Objects can be defined in the file "obj__define.pro", and methods in "obj__method1.pro", "obj__method2.pro", etc.

The only thing to watch out for is under case-sensitive operating systems, you must name your files in all lower case, although within IDL you can use case. For example, I might have the object method called "plotData", which would be placed in the file "obj__plotdata.pro". But for the implementation, I would typically write

PRO obj::plotData

-
-
-

END

—

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Subject: Re: Object Oriented programming question
Posted by [Michael Werger](#) on Fri, 23 Apr 1999 07:00:00 GMT
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Jean-Francois Lavoie wrote:

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Cheers,

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Subject: Re: Object Oriented programming question
Posted by [Jean-Francois Lavoie](#) on Mon, 26 Apr 1999 07:00:00 GMT
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Thanks to everybody, that helped a lot ! :) I am a C++ programmer and programming with IDL is like not knowing where to go because the IDL programmer has so much liberty.. I feel like programming in Basic. But it is a very powerful language and saves a lot of time. Thanks again !

