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Subject: Re: Posix Time Functions

Posted by [Ben Tupper](#) on Sat, 13 Nov 1999 08:00:00 GMT

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In article <MPG.1296941365eaab3b989965@news.frii.com>, davidf@dfanning.com says...

>  
> In an attempt to throw off the ol' codger label that  
> somehow got attached to me in the past couple of weeks  
> I've been working through some object examples, using  
> the ideas JD and Struan and some of the other young  
> bucks have been thrashing around.  
>  
> All I can say is, Wow!  
>  
> I've got that improved XWindow thing working like  
> a champ--well, as long as you don't make any typos--  
> error checking and documentation will be added this  
> weekend if the weather would just turn bad. (We're  
> still playing tennis with no shirts--in November--in  
> Colorado. Scheesh. The snow birds are going nuts.)  
>  
> I mostly make singleton objects since I'm a scientist,  
> rather than a computer programmer, and I don't know any  
> better. I thought they were powerful. But some of  
> this inheritance stuff is \*wonderful\*! I've got about  
> 3-4 objects now that I can basically construct \*any\* kind  
> of modal dialog out of. I have 4-5 compound widget  
> objects that can put up and send you the answer for  
> almost any kind of question (check box, radio button,  
> essay, etc.). I mean, once you start down this path,  
> you just feel younger and younger. :-)  
>  
> Cheers,  
>

For those of us who are scientists and wear IDL diapers... how about getting that book on objects going?

Ben Tupper

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