
Subject: Re: do I really need to use loops on objects?
Posted by [Struan Gray](#) on Fri, 03 Dec 1999 08:00:00 GMT
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Reading this thread has piqued my curiosity as to what people are using arrays of objects for. I like to use IDL_containers instead, as they simplify adding and removing objects while maintaining a logical order that can be related to numerical array elements if you choose. As JD points out you can easily subclass the container, modify the add method so it gets picky as to what sort of objects it accepts, and provide a DoMethod method to call the relevant method for all the contained objects. Are there applications where doing it this way is a bad idea (or impossible)?

Struan
