

---

Subject: object newbie

Posted by [John D. Sample](#) on Thu, 10 Aug 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I must admit that based on comments from this list, I have experimented with the object features of IDL for the past week or so, and have implemented them in a few places in a fairly big widget code I have written.

My initial observations are that there seems to be less of a temptation to use common blocks when objects are used. On the other hand my first impression was that an object is a structure whose fields can not be accessed until you write additional "methods" to get at each and every damn one of them. So my object was littered with about 25 "methods" just so I could pry the data out of the object.

I eventually came on a work around to write a "proto\_object" with a method allowing you to pass a string containing a tag name which returns the contents of the field with that tag name. This "proto\_object" is inherited by all other objects I create just so I can use this method. Along the way I found that the TAG\_NAMES function in IDL doesn't work for objects so I had to create one. It basically copies the object structure into a regular structure so the TAG\_NAMES can be used.

Am I making this too hard?

Chip

---