
Subject: Re: Using Comm... err, alternative?

Posted by [promashkin](#) on Thu, 17 Aug 2000 07:00:00 GMT

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Mark Hadfield wrote:

>

> And here I am trying to make direct graphics more object-like

No offence meant, Mark. To me, object syntax with -> is not worse than typical procedure syntax with a comma. I guess I am just following the Man Ahead of the Pack :-) who writes his widgets to replace CW_* stuff so that noone can guess he used objects in reality. I may send my "Display" to him first so that he can market it once I hide that Common block and Heap_gc :-)

Cheers,

Pavel
