Subject: Re: Discussion on global variables in IDL
Posted by btt on Mon, 13 Aug 2001 13:41:37 GMT
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JD Smith wrote:

>
> So yes, I feel your pain. My special difference of opinion with IDL OOP
> is the complete lack of publicly available instance data members,
> forcing one through awkward and slow GetProperty calls at every turn
> (one can verify the inherent slowness by comparing structure lookup
> speed to method invocation/return speed). I even found code broken by
> my desire to avoid this penalty: I was caching in one object another
> object's data members, which later came to be more dynamic. Ouch.

Oh geez,

Just when I think I'm finally beginning to understand objects, JD throws
another curveball. 'Publicly available instance data'. I'm wondering
what that is, and would like to know what you mean; I hope you can field
these questions for me.

All I can imagine is something like the following...

myObj = OBJ_NEW('OBJECT_CLASS', data)

myObj.Name = 'Bob' (rather than myObj->SetProperty, Name = 'Bob')

Am I getting that straight? No method is needed to fiddle with an
object's data?

> My
> secondary complaint is the lack of class variables: variables accessible
> to every instance of a class, for inter-instance communication.

Does this mean that the variable is defined in the OBJECT_CLASS__DEFINE
procedure so it gets intialized with the right value? Instead of my
data field NAME being assigned the value '' at initialization, it gets
assigned the value 'BOB' always?

Thanks,

Ben

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