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Subject: Re: How far is OO implemented in IDL?  
Posted by [mvukovic](#) on Wed, 05 Sep 2001 15:47:24 GMT  
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Olaf Stetzer <olaf.stetzer@imk.fzk.de> wrote in message  
news:<3B95D216.8F7BD6C1@imk.fzk.de>...

> Hello,  
>  
> I know that Object Oriented Programming is supported  
> in IDL but I wonder how far this concept is supported?  
>  
> I am thinking of operator overloading in special. My  
> Idea is the following:  
>  
stuff deleted

Operator overloading is not supported. Neither are friends, or  
abstract objects.

As recently pointed out, you can cludge abstract objects by having the  
INIT function return 0 and calling it from a derived object.

Mirko

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