
Subject: Re: Commons, Was: can i place a job advert
Posted by [Martin Downing](#) on Tue, 27 Nov 2001 10:45:11 GMT
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"Richard Younger" <younger@ll.mit.edu> wrote in message
news:3C02E9A8.F29A4C7B@ll.mit.edu...

> "Pavel A. Romashkin" wrote:

>>

>> This topic is irresistible.

>> How about we issue a Challenge:

>>

>> Please modify the object definition below or create a method for objects

>> to be aware of each other after creation:

>

> Let the testing begin!

>

> Well, I can do it with a system variable (see below) but this has all of

> the disadvantages of the common block, including namespace issues.

I would say system variables have far more disadvantages. Any system variable can be listed and changed by the user and so is very much public. whereas a common block can be hidden with such a cryptic identifier that it will only be accessible by the developers object code or to an outright hacker! Used in that sense common blocks extend the power of IDL immensely (IMHO).

Pinching some code from automatically generated C++ header file which needs a unique identifier that will not clash with any other namespace:

```
COMMON _MY_OBJECT_COMMON__B32EE283_F153_11D4_8E3A_0080AD7D5B20__,  
a_very_hidden_variable
```

who would manage to copy that!!

Martin
