
Subject: Re: Urgent object question

Posted by [David Fanning](#) on Wed, 23 Jan 2002 15:06:35 GMT

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Ted Cary (tedcary@yahoo.com) writes:

- > Mmmm... IDL_Container? Could I just subclass an IDL_Container and my
- > "planet" object widget, then fill the container with all my "satellite"
- > object widgets? If each satellite had an object reference to the planet or
- > (better) to this very subclass containing the IDL_Container, then all of
- > them could change the planet object's fields or get its fields via
- > Set/GetProperty methods. Then all that's left is to override the planet
- > object's methods so that they also call methods on every object in the
- > IDL_Container, and there's my two-way communication.

That is the basic idea, yes. We are in the process now of building a complicated enough system to test whether it works or not. For us, the bottom line is whether this system gives us advantages in maintaining and extending large applications.

- > This also solves the problem of destroying the object widgets when their
- > TLBs are destroyed by the user.

Yes, containers have many advantages and this is certainly one of them.

- > It makes sense now, but I'm also very tired.

After a solid week of this we find that our ideas *always* look wonderful about midnight. But not all of them have survived the bright glare of morning. :-(

Cheers,

David

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