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Subject: Re: Urgent object question

Posted by [Ted Cary](#) on Wed, 23 Jan 2002 05:11:15 GMT

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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.

This also solves the problem of destroying the object widgets when their TLBs are destroyed by the user. In my first scheme, the XManager Cleanup procedure for each satellite would have to destroy the object part of the object widget, a problem if the object it is trying to destroy has been subclassed! The XManager-called cleanup routine would have to test the object before destroying it, and then if the object was subclassed it would have to reset all the corresponding self fields that were inherited from just its object. Using the IDL\_Container, the satellites' self fields are each in separate objects within the whole "planetary system" object, so they can be destroyed along with their object and with the TLB of their Widget interface.

It makes sense now, but I'm also very tired--probably this is what IDL\_Containers are used for all the time. Any obvious problems with this system before I start coding it tomorrow, besides the fact that I keep calling my objects planets and satellites? (If there are more formal programming terms, tell me.)

Thanks.

"David Fanning" <david@dfanning.com> wrote in message  
news:MPG.16b7f18d835b7a669897d9@news.frii.com...

> Ted Cary (tedcary@yahoo.com) writes:

>

>> Does anyone have experience with a problem like this? Or any  
>> suggestions? Fanning?

>

> Uh, funny you should mention this. I am up to my  
> eyeballs in a problem almost exactly like this one. :-(

>

> Let me get back to you when I have a little more  
> time and I see the path just a little clearer than  
> I do at the moment. But I've been fooling around with  
> container objects and object hierarchies that communicate

> with one another in a way that is analogous to the way  
> widgets communicate. But it is all still a bit unsettled....  
>  
> Cheers,  
>  
> David  
> --  
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