
Subject: Re: Object Programming in IDL
Posted by [K. Bowman](#) on Thu, 23 May 2002 21:00:46 GMT
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In article <3CED0F15.2FA1F456@hotmail.com>,
"Pavel A. Romashkin" <pavel_romashkin@hotmail.com> wrote:

> I think by now only a few people equate objects with object graphics.

I thought that there were four kinds of objects: objects, graphics objects, sex objects, and graphic sex objects. The first two are covered in this newsgroup (for IDL at least). The last one, especially, is found in the alt.binaries hierarchy.

Ken
