
Subject: Re: /ALIAS and drawing in different draw_widgets
Posted by [Pavel A. Romashkin](#) on Mon, 05 Aug 2002 20:29:48 GMT
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David Fanning wrote:

- > So, if the IDL system works anything like ours, what happens when
- > you add an alias object to a model is that you simply add the
- > object reference to the model container. I suspect that both
- > models are then working with the same object. If you change it
- > one place, you change it somewhere else.

Most obviously so, I think. Isn't that the whole idea of the og system?
In fact, I find it so convenient to not have to drag data and other information around these days that I have given up on State structures in the ad-hoc widget programs. The entire /NO_COPY business becomes unnecessary once you make your State an object, since it is persistent in the heap memory and fairly static.

I definitely agree that object widgets is the way to go but I write little new code these days, and some small improvements like State objects do simplify the classic widget development.

We are inevitably coming back to the same old question of objects' self-awareness, in other words, being able to pass information on an object to other objects, preferably without having to explicitly specify their IDs as parameters in routine calls.

Cheers,
Pavel
