
Subject: Re: IDL objects and names

Posted by [David Fanning](#) on Thu, 13 Feb 2003 01:36:40 GMT

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Rick Towler (rtowler@u.washington.edu) writes:

> I know you did this as an academic exercise to prove the point but we don't
> want to mislead people into thinking they can't build complex objects from
> IDL's atoms because of the inheritance issue. A composite object like this
> should inherit IDLgrModel and then "Add" atoms such as the surface, axes and
> text.

Right. I guess I thought everyone knew about my award-winning
FSC_Surface program. :-)

Cheers,

David

P.S. Let's just say I've always wondered why RSI didn't write
that program. But then I remembered how much effort it took. :-)

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