Subject: Re: IDL objects and names
Posted by s[1] on Wed, 12 Feb 2003 14:37:25 GMT

Hi,

that lostObject thing is cool, made me re-read the OBJ_VALID docs....
Now I am of course a little bit lazy and don't want to write a PrintName
procedure for each object type I am using.
Is there something like an IDLClass that all IDLgr* classes inherit from?
I know that the reference manual says for most of the IDLgr* classes "This
class has no superclasses", but is it true? I mean, what's the point of
having "objects" and making no use of their (theoretical) capabilities?

Regards,

Sebastian