
Subject: Re: IDL 6.0

Posted by [David Fanning](#) on Thu, 27 Mar 2003 20:02:51 GMT

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Randall Skelton (rhskelto@atm.ox.ac.uk) writes:

- > My *hope* is that IDL 6 will extend the current object code base and
- > support (1) operator overloading, (2) proper inheritance mechanisms (i.e.
- > avoiding name space clashes that occur in structures), (3) public /
- > private methods and (4) a C-API interface to object/heap variables. I'm
- > also keen to see an object interface to map drawing...

Oh, dear. Maybe in 6.1. :-(

Cheers,

David

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