
Subject: Re: overload init function in class/object ?

Posted by [David Fanning](#) on Tue, 06 May 2003 20:34:06 GMT

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paul wisehart (wisehart@runbox.com) writes:

>> I'm not sure what you mean by it, but it sure doesn't
>> mean "define the same thing twice, in two different ways".
> In C++ thats exectly what it means :)
> Furthermore, thats what the term "function overloading"
> means in general. But, I see know that I was incorrect about IDL's
> interpretation of "function overloading"

Really!? I can see now why we are *both* confused, because that
sure as hell doesn't make any sense to me! :-)

Cheers,

David

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