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

Posted by [paul wisehart](#) on Tue, 06 May 2003 20:20:07 GMT

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On Tue, 6 May 2003 13:48:22 -0600, David Fanning <david@dfanning.com> wrote:

> paul wisehart (wisehart@runbox.com) writes:

> I think it is your definition of "overload" that

> is probably doing you in. :-)

>

> 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++ that's exactly what it means :)

Furthermore, that's what the term "function overloading"

means in general. But, I see now that I was incorrect about IDL's interpretation of "function overloading"

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paul \ /
wisehart >/

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