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

Posted by [paul wisehart](#) on Tue, 06 May 2003 20:14:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Wed, 7 May 2003 07:55:37 +1200, Mark Hadfield <m.hadfield@niwa.co.nz> wrote:

- > You can't overload a function in this way in IDL. When IDL compiles your
- > obj__define.pro the second version of obj::init will *replace* the first.
- > However IDL allows optional parameters, so the way to handle this in IDL is
- > something like

I knew I was missing something!

When you put it that way my mistake(and solution) is obvious (to me).

I still have lingering C++ syntax floating around my brain.

Thanks alot!

(So technically speaking you cannot overload functions in IDL? You just use optional parameters to get the same effect?)

--

paul \ /
wisehart >/
</////>
\\