Subject: Re: Object Madness or Restoring Nightmares Posted by David Fanning on Thu, 04 Mar 2004 05:06:13 GMT

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David Fanning writes:

- > One of what I used to think of as the "advantages" of my
- > Catalyst Library is that it is an object hierarchy. If
- > you "draw" the top-level object, all the objects below
- > get "drawn" automatically. This means widgets appear,
- > images get drawn in windows, coordinate systems get set
- > up. etc. Neat.

>

- > Similarly, if you "destroy" the top-level object, all the
- > objects below in the hierarchy get destroyed. No memory
- > leaks, no great effort involved. Very, very neat.

Ah, here is the thing about this hierarchy that you should know. This is an object *containment* hierarchy. The top-level object is a container that holds all the other objects. Every object (except the top object) is both contained in a container and can (potentially) contain other objects. (All objects in my system inherit IDL CONTAINER.)

If you pick any object whatsoever out of this web, you can (apparently easily to judge from how fast IDL does it) traverse the entire object hierarchy. I can see that this is the reason IDL *must* save everything when I save even a single object that belongs in the hierarchy.

What I can't see at the moment is a way out of this mess.

Cheers,

David

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