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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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