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Subject: Re: Initializing object array

Posted by [David Fanning](#) on Thu, 11 Mar 2004 04:12:16 GMT

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JD Smith writes:

- > An object container is just a fancy wrapper around using a pointer to hold
- > a bunch of objects. So you can go either way. I personally prefer the
- > transparency of using your own pointer.

I don't know. It's not just fancy, I think it's elegant.

For holding objects, I really do prefer a container. :-)

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

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