
Subject: Re: Initializing object array

Posted by [JD Smith](#) on Wed, 10 Mar 2004 23:24:42 GMT

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On Tue, 09 Mar 2004 10:38:37 -0700, David Fanning wrote:

> Ben Tupper writes:

>

>> [quoted text muted]

>

> Yes, thank you everyone. It is clear in the light of day that
> what I wanted was a container not an object array. But you know
> how it is, you are frantic to finish, you have been programming
> for hours and hours, and somehow you just get an idea stuck in
> your mind that for some reason you *don't* want a container
> here. I've got to get my mind off of how much money I'm
> not making. :-(

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.

JD
