Subject: Re: object methods as friends Posted by Mark Hadfield on Sun, 18 Apr 2004 22:42:24 GMT View Forum Message <> Reply to Message

Zorch Tierod wrote:

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> Hev there,
> I've got an application that uses two types of objects, each with
> several different method procedures.
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> What I'm trying to do is to calculate some stuff based on the > interaction of one of the objects with an array of the other type of > objects. Illustrative example (but not the REAL application!): > > sb = {bullet, param1:.....} ;protoype for bullet object ;prototype for target object > st = {target, param1:.....} >

> target array = obj arr('target',10) :make a bunch of targets > projectile = obj_new('bullet') :make a bullet >

> jtarget = which_hit(target_array, projectile) ;return which target is > hit

>

- > My problem seems to be that the function 'which_hit' has no access to
- > the data of either the 'bullet' or the 'target' objects, because it is
- > not a method of either and I can't make it a method of both...

The standard way of dealing with this in IDL is to expose the properties you need via GetProperty & SetProperty methods. Yes, this can be a lot of work and, no, it doesn't allow for discrimination between friend and non-friend callers.

I suppose you could have FriendGetProperty & FriendSetProperty methods which asked for authentication from the caller, but really, why would you bother? If you don't want non-friends to access certain properties, then just don't do it.

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