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Subject: Re: Yet another object graphics question

Posted by [Michael Wallace](#) on Fri, 25 Feb 2005 21:44:12 GMT

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Hey guys, thanks for all the responses. It really helps my thinking about things. I guess I'm now getting to the point in my IDL coding that the issues of more importance are not how something is done in IDL, but rather what are the best patterns and solutions to use when working with IDL, especially in the land of objects. I'm quite comfortable with objects in other languages (Java/C++), but I'm still trying to wrap my head around the IDL way. As such, some of the familiar ways of attacking problems in Java/C++ don't map too well to IDL and vice versa.

One of these days I'll have to write my book on how to learn IDL if you've programmed in a real\* programming language before. ;-)

\* FORTRAN doesn't count :-)

-Mike

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