
Subject: Re: Call a method from a class

Posted by [David Fanning](#) on Wed, 15 Feb 2006 19:41:49 GMT

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vcarlos writes:

> In some languages is possible to call methods from a Class, instead of
> a object. For instance, the class Messenger could call a method
> reportError, message. This is useful when I just need a "instance" of
> that object and everybody takes advantage of that (I think that is
> similar to Singleton design pattern). Is there any way to the same in
> IDL? Or I should set up some kind of library procedures/functions and
> use through my program?

IDL's object programming abilities are not want you might call "state of the art." "Middling" might be a better word. In any case, there is no good way to create a singleton object, although you will find many fascinating discussions of how you might fake a singleton object if you search the archives of this newsgroup with the term "singleton object".

Most of them boil down to either (1) saving an object in a system variable you create for this purpose, or (2) tricking up some kind of fancy common block name that only you are ever likely to think of. I have used both successfully, although I usually go for the common block method, since it is so much fun to think up those names!

A third approach is to include messaging functionality in a low-level object that is inherited by every other object that needs this functionality. This is a little more work, but also works well.

Cheers,

David

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