
Subject: iTools System object bug ??

Posted by [Antonio Santiago](#) on Mon, 06 Mar 2006 10:41:14 GMT

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Hi group,

this is a happy iTools question. I know major part of you are fans of iTools and I hope you can help me. (Sorry, this is a little joke, I don't want to cause the wrath of gods against me).

Well, the question is in iTools is supposed that IDLitSystem object is a singleton (implemented as common code). Only exist one object System and can exist many "tools" objects.

Take a look at the following code (I think it is right :)).

Before execute, put a line in your "IDLitSystem::Init" object (something like "PRINT, 'Initialized System'").

The code creates an "Image Tool" (IDLitToolImage), then creates a IDitData object and stores it in the component hierarchy.

The problem is that if you use the "AddByIdentifier" with a fully qualified identifier then two System object will be created !!!

PRO test2

```
idTool = IDLitSys_CreateTool('Image Tool')
idt = ITGetCurrent(TOOL=oTool)

da = OBJ_NEW('IDLitData', NAME='data_a')
a = bindgen(10,10)
r = da->SetData(a)

oTool->AddByIdentifier, 'Layers', da

;; Uncomment this and two IDLitSystem object will be created. Is
;; this right???
; oTool->AddByIdentifier, '/Layers', da
```

END

Any suggestions or ideas??

Is correct that exists two different System object? I think not, but also the above code can be wrong.

Thanks.

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