Subject: iTool identifiers
Posted by Robbie on Wed, 07 Jun 2006 00:49:40 GMT

Hello,

I was wondering if anyone has used the iTool identifier system just by
itself. I like the idea of using the iTool identifier system for
keeping a track of objects, but I am not using iTools for my particular
project.

By the looks of it, I just have to:
* Use IDLitContainer instead of IDL_Container
* Use IDLitComponent as a base class
* No change necessary for graphics atoms
and I should be able to reference all objects from the context of the
root IDL_Container

Is it really that easy? Is it more convenient than using conventional
object references? Does a global identifier system blur the segregation
between modules?

Robbie