Subject: Re: IDLVM and retall
Posted by David Fanning on Fri, 08 Sep 2006 16:48:43 GMT
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JD Smith writes:

> 4. Doesn't require use of the traditional event callback system to
>   work, since I use an object messaging framework which expands the
>   concept of widget events to any generic "message" with which two
>   objects can communicate.

Now here is a project for ITTVIS. If they would incorporate
widgets into an object system with "messages" I would *definitely*
spring for the new IDL version. That would be something worth
having. And, no doubt, their iTools would even be a little more
comprehensible. :-)

> It's particularly nice just to say:
>
> pro MyClass:Foo
>
>   if x lt y then self->Error,'X must be GE Y'
>   x-=y
>   ...
> end
>
> and not worry about the details, no other handling required.

Does your ERROR method provide a way of getting a traceback?
That was my biggest problem with error methods. Sure, I could
record and report the error, I just couldn't figure out where
it was to fix the darn thing!!

Cheers,

David

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Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")