
Subject: Re: Calling IDL Objects from JAVA

Posted by sdetrick@gmail.com on Fri, 13 Feb 2009 17:55:17 GMT

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On Feb 13, 9:21 am, David Fanning <n...@dfanning.com> wrote:

> sdetr...@gmail.com writes:

>> What about making your objects inherit IDLitComponent? Then you could

>> use SetPropertyByIdentifier instead of SetProperty.

>

>> I do not use Java at all, but I find IDLitComponent to be one of the

>> most useful classes in IDL.

>

> Well, now, *there* is a good idea! All of these objects

> are already subclassed IDLitComponent objects, since I

> I normally use the IDL property sheet widgets to get and

> set properties. I hadn't thought of using the

> SetPropertyByIdentifier method. Thanks!

I am happy to be of use as you have helped me a lot over the years!

Actually I thought your anonymous struct idea sounded like a good shortcut, as I suppose you could just make a one line Set method:

```
pro myobj::Set, my_struct
  self->SetProperty, _EXTRA=my_struct
end
```

Would save a heck of a lot of SetPropertyByIdentifiers.

I also like to use property sheet and IDLitComponent, via a base class that all of my objects inherit - even my direct graphics are wrapped in IDLitComponent objects now. It is such a powerful technique I always wonder why RSI/ITT didn't just finish the job themselves and make everything pop up a property sheet on middle click? They could have developed iTools in half the time, and the result would have the advantage that it would be comprehensible!

All the best,

Sean

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Coyote's Guide to IDL Programming (www.dfanning.com)

> Sepore ma de ni thui. ("Perhaps thou speakest truth.")
