Subject: object mine
Posted by Mirko Vukovic on Thu, 10 Jul 1997 07:00:00 GMT
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Well, I am in my second week of OO programming and loving it. Thanks
IDL.

In the meantime I run into a mine that blows up idl, and a good part of
windows95 seriously enough to sometimes force a reboot (I informed idl
about this. To their credit they were prompt in their response.)

If I have objects foo1 and foo2 and foo1 inherits foo2 and I have a
method foo2::method which is _not_ compiled, then the command
foo1->method
will cause idl to blow up.

doing
foo1->foo2::method
works fine. After that I can use foo1::method

doing
.run foo2__method
foo1->method
works fine too.

As does putting foo2::method ahead of foo2__define in the foo2__define
routine.

Still, great stuff for programing, simplified one of my generic read
routines that handled 5 different cases tremendously. And thanks to the
"genius" (well he knows he is not that, but the link is clear) for
recommending the oo programming heuristics book.

Now if only my .ps files produced by the "geniuses" pretty good surface
plot routine were not 50some MB in size. But I leave that for another
occasion.

cheers,

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