Subject: Signal mechanism for objects in IDL
Posted by Antonio Santiago on Fri, 19 Nov 2004 09:09:01 GMT

Hi,
i write a little usefull class (at least for me) to bring a signal
mechanism among objects in IDL.
I write the 'EventAction' class. Any object that inherits from them (or
has a field of that type) can emit events.
Also other object mehotd, function or procedures can "listen" a
particular event in any object and will be executed when the event is emit.

I write a little article and a very simple-short example in my web page:

" http://asantiago.gentelibre.org/index.php/archives/2004/11/1
8/a-signal-mechanism-for-objects-in-idl/"

The example not shown the powerfull of the signal mechanism but is only
to show how it works. The really interesting cases are event between
objects because an object don't need to know who is "observing" it.

I hope it will be usefull for somebody.
Bye

PD: Sorry about my poor english (also in the article)