
Subject: iTool identifiers

Posted by [Robbie](#) on Wed, 07 Jun 2006 00:49:40 GMT

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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
