
Subject: Re: More OO jargon
Posted by [JD Smith](#) on Mon, 24 Jul 2006 16:59:11 GMT
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On Sat, 22 Jul 2006 16:48:48 -0700, Robbie wrote:

- > I have recently published some of my frequently used base classes which
- > are a part of my Nuclear Medicine software project (NMTK).
- >
- > NMTK Atom Tree:
- > This is a factory class which manages a set of IDL graphics objects.
- >
- > NMTK Control:
- > This is an alternative to using conventional OO event handlers.
- > I consider this class to be more useful than xmanager because it has
- > better support for multiple controls within the same UI. It's still
- > incomplete because I'm hunting around to steal someones data model.
- > Feel free to tack on your own data model.

Sounds like we're all reinventing the same wheel. David has his Catalyst library, and I have my Object Messaging framework, both of which free you from the constraining structure of "up the inheritance stack" message passing, which is the default IDL event mode.

Subject: Re: More OO jargon
Posted by [Robbie](#) on Tue, 25 Jul 2006 01:25:22 GMT
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I may be re-inventing the wheel, but I'm doing it one spoke at a time. My atom class and control class are each useful in their own right and can be used independantly.

I haven't seen publically released code which address the problems which I have. iTools does not help me develop the end-user applications which I have in mind. My only option is to create my own library based on concepts which I have learnt from other langauges.

I think that there it is possible to find an ideal object design of event processing, widget managment, graphics management, data model, macros etc.. using IDL. I thought through a number of designs before choosing the one I liked. It's then a matter of collating those ideas together into a single package and developing a rich set of UI features to complement it.

Robbie
<http://www.barnett.id.au/idl/>

Subject: Re: More OO jargon

Posted by [David Fanning](#) on Sun, 06 Aug 2006 06:55:42 GMT

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Robbie writes:

- > I think that there it is possible to find an ideal object design of
- > event processing, widget managment, graphics management, data model,
- > macros etc.. using IDL. I thought through a number of designs before
- > choosing the one I liked. It's then a matter of collating those ideas
- > together into a single package and developing a rich set of UI features
- > to complement it.

Well, and then writing the book that describes it. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
