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Subject: Re: Which event model?

Posted by [codepod](#) on Tue, 01 Aug 2006 00:00:21 GMT

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Robbie,

The event callbacks on IDLitWindow are intended to support events that are not tied to the IDL Widget system. A good example is what is seen with the IDL Export Bridges exposed in IDL 6.3.

For the Export Bridge technology, events are dispatched to the IDLitWindow from ActiveX/Java. An IDL Widget deployment will also support the IDLitWindow event model, so you could have the same underlying graphics code operate in IDL Widgets as well as in a Java/ActiveX deployment.

So if you ever plan to move functionality to a different environment besides IDL Widget deployments, this is the event model to use. For most users, this isn't needed and you can stick to plain old Widget programming.

Of historical note: the IDLitWindow event model was put in place in IDL 6.0 to support GUI decoupling with the iTools and future component model architectures. The goal being you could write iTool functionality and rapidly deploy it to a COM/Java environment using the Export Bridge technology. I've seen this in operation and it works fairly well.

I hope that helps.

Cheers! -CP

Robbie wrote:

> Hello everyone,

>

> I've begun to notice that the event model attached to IDLitWindow is

> being used in more places. For example, the same event model is

> implemented in the IDL export bridge so that events from Java and

> DirectX will issue callbacks in IDL. This trend seems to suggest that I

> should favour IDLitWindow's event notification in preference to

> xmanager.

>

> Any thoughts?

>

> Robbie

>

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

Subject: Re: Which event model?

Posted by [Robbie](#) on Tue, 01 Aug 2006 00:35:15 GMT

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It's amazing how good decisions in early development can make a huge difference later on.

I suspected that the aim of the event model was to decouple iTools from xmanager, but I didn't know what further ambitions ITTVIS might have.

It's quite impressive how we can now export IDLitWindow/IDLitDirectWindow/IDLgrWindow using DirectX or Java (as of IDL 6.3). Now all I have to do is think of some fancy applications to throw at it.

Robbie

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

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