

Re: Class Inherits

Source:

<http://www.tech-archive.net/Archive/Visio/microsoft.public.visio.developer.vba/2008-01/msg00004.html>

- *From:* johan.svallbring@xxxxxxxxxx
 - *Date:* Thu, 3 Jan 2008 00:00:11 -0800 (PST)
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Thanks for your response.

The data I wanna draw is a number of probes that are connected to the a set of routers that are connected to a set of servers. The information regarding what I wanna draw is stored in a database, among with other properties(i.e, IP, interface, etc)

To explain what I wanna do a bit further. I want make a sort of a list with objects from a class, for the different types of nodes. That is one list with all the probes, one for the routers and one for the servers. But since some of the properties of all these nodes are common for everyone I would like to make a base class that other classes can inherit. The usual OOP thinking.

So no, I don't want to drop the same shape, I want to drop the same shape for every Probe, same for every router etc. But ofcourse add the different properties(IP, Interface etc) to each shape as text beside it

Hope this clears my thoughts a bit

Thanks

Mark Nelson [MS] skrev:

It's not clear what your intent is here. Do you want to drop the same shape every time and have it dynamically take on the right look based on your data? That is a multi-shape, which you can learn more about here: <http://blogs.msdn.com/visio/archive/2006/07/21/673305.aspx>

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Re: Class Inherits

<johan.svallbring@xxxxxxxx> wrote in message
news:b0159c94-33a6-4edd-900b-371933d7cb97@xx

Hi,

Im new to VBA programming and I have a question.

My plan is to read information from a database(ADODB Connection). This has been sorted allready.

I want to take this information and draw diffrent Symbols and populate them with diffrent properties.

My question is then if I can make heritage with my classes, and if so how do I define them

I want one base class that is a general figure, then 3 other that inherits from this.