
Subject: Re: the DRAW method

Posted by [davidf](#) on Wed, 29 Jul 1998 07:00:00 GMT

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Don Shad (dschad@frontiernet.net) writes:

> i was wondering if anyone could tell me what
> arguments are being passed to the mysterious
> DRAW method of the various IDLgr widgets.
>
> I have created objects which inherit from
> IDLgr things, and would like to be able to
> perform calculations when the draw method is
> called, then call the self->IDLgr<thing>::draw.
> (i.e. i want to override the method).
>
> so i have tried this, (and some other random
> flails):
>
> myobject::draw, _EXTRA=extra
>
> but i get this:
>
> % ARROW::DRAW: Incorrect number of arguments

I'm guessing that you have failed to define
an _Extra keyword for your draw method, otherwise
this should work fine.

```
PRO MyObject::Draw, _Extra=extra
```

and

```
thisObject->Draw, keyword=5, etc.
```

Cheers,

David

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