
Subject: Re: IDL for windows :-{
Posted by [davidf](#) on Fri, 14 May 1999 07:00:00 GMT
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Stein Vidar Hagfors Haugan (steinhh@ulrik.uio.no) writes:

```
> Sure, Dave, from my original post:  
>  
>> As an extra bonus, it would be *very* nice if one could specify  
>> more than one such "interactive colormap" - i.e. along the lines  
>> of:  
>>   newmap = obj_new('pseudomap') ;; Create a new (interactive)  
>>                                   ;; colormap  
>>   window,2,pseudo=newmap ;; Both windows share this new map
```

Ah, yes. I remember this now, Stein Vidar. Good ideas. But I see it involves objects (as it almost has to). I fooled around with a color "lurker" object some time ago. It would lurk in the background paying attention to when color tables were loaded and if a window it was "managing" was open it would redisplay the graphics command in that window by calling the Draw method of a graphics object.

I recall it working great (I accidentally deleted the code in a disk cleaning frenzy) with the graphics objects I was working with at the time (plot and contour objects that used direct graphics calls). But I remember thinking that it wouldn't be too hard to write an XWindow-like object wrapper around *any* graphics command, so that windows could be automatically updated.

I recall that I needed (or *thought* I needed a singleton object). I've just re-read JD's thoughts on that and have some ideas on how it could be implemented to serve this need.

But...it will have to wait. My mother arrives for a visit tomorrow and if she sees my house in this state it will go badly for me. :-)

Cheers,

David

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