Subject: Re: When should objects be used?
Posted by Pavel Romashkin on Fri, 25 Jun 1999 07:00:00 GMT

Writing your own objects is another realm I think. Objects provided by RSI are useful too.

I am adding my humble opinion to the words of experts above - to say that I have not had a need yet to write my own objects (and, therefore, don't know how to do that :-). The only objects I use are graphics objects. The reason I preferred to use object graphics was not the ease of positioning, etc. but the need to re-use the data plotted. Direct graphics is way faster than RSI supplied object graphics to plot or print. However, I came finally to the point where I plotted the data that were a result of quite complex pre-processing, and that data were to be further modified, but visual inspection was needed. It was in a widget application, many intermediate variations were possible. And the data in direct graphics is lost, once you plotted it, unless you specifically store it somewhere. Storing copies of slices from a 3 mb array is possible but I didn't like it. This is when I went to objects. In my primitive application, I use different view objects to display different modes of operation, and can extract the data from objects tfor analyses - not to just change the appearance of the plots easily. This way complicated dataset may be used interactively again and again, without storing it separately.

I can't pretend to advise people on how to use objects. This is how object graphics work for me.

Good luck,

Pavel