
Subject: Re: Wrapper for WIDGET_DRAW

Posted by [davidf7203](#) on Tue, 29 Jun 1999 07:00:00 GMT

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Phil Aldis writes:

- > In this object/direct graphics thing that I'm doing, I've created all
- > my own direct graphics destination objects. The window object takes a
- > draw widget ID and is then bound to that. I would really like it
- > though if I could have a wrapper for WIDGET_DRAW, whereby if
- > GRAPHICS_LEVEL is set to 0, then direct graphics and GET_VALUE returns
- > a window number, 1, object graphics and GET_VALUE returns an
- > IDLgrWindow object and 2, obj/direct graphics and GET_VALUE returns an
- > DERAgrWindow object.
- >
- > The problems I am having is that the user still wants to be able to
- > use Widget_Control to what they think is a draw widget. They don't
- > want what they think is a draw widget to be in fact a base. I can't
- > think of any way to store the object I create and the information
- > about it.
- >
- > Can anyone think of a way to do this?

I don't see the problem here. A draw widget is a draw widget whether is in direct graphics or object graphics. The same keywords still apply and you still interact with it in the same way. The "thingy" (my own object-oriented terminology, what do you think?) that you draw into is the only thing that is different and is set by the GRAPHICS_LEVEL keyword.

Cheers,

David

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