
Subject: Wrapper for WIDGET_DRAW

Posted by [philaldis](#) on Mon, 28 Jun 1999 07:00:00 GMT

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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 GRPHICS_LEVEL is set to 0, then direct graphics and GET_VALUE returns a window number, 1, object graphics and GET_VALUE retruns 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?

Cheers,
Phil
