
Subject: Re: destroying graphics objects

Posted by [davidf](#) on Tue, 04 Apr 2000 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Brad Gom (b_gom@hotmail.com) writes:

> I'm having a little conceptual difficulty with managing graphics
> objects. I am making a plot object which can contain an arbitrary number
> of IDLgrPlot objects. I need to be able to add and remove them from the
> plot at will (and keep track of them in my code). Since this is going
> to be an object-widget, the less things to keep track of in the code the
> better.

Sounds like a job for a LIST object. :-)

You can find one on my web page, if you are interested.

> My question is this: Is it better to store all the IDLgrPlot objects in
> an IDLContainer object for ease of access, or to just search for them in
> the IDLgrModel that they are linked to?

A model *is* a container object. That is, a model has inherited the CONTAINER object. So anything you add to a model is automatically destroyed when the model is destroyed. I'd search for the object in the model.

> If I keep them in a container,
> and then destroy the container, do I have to let the IDLgrModel know
> that I destroyed those objects? Should I remove an object from a model
> before I destroy the object, or does it matter?

I haven't tested this, but I can imagine that a model would have a great deal of difficulty rendering something that was no longer in existence. Knowing what I do about computer languages, I would probably be willing to place a rather largish wager that it *would* make a difference. I'd remove any object from the model before I destroyed it.

Cheers,

David

--

David Fanning, Ph.D.

Fanning Software Consulting

Phone: 970-221-0438 E-Mail: davidf@dfanning.com

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

Toll-Free IDL Book Orders: 1-888-461-0155
