Subject: destroying graphics objects
Posted by Brad Gom on Tue, 04 Apr 2000 07:00:00 GMT

View Forum Message <> Reply to Message

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.
My question is this: Is is 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? 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?

Thanks

Brad

Page 1 of 1 ---- Generated from   comp.lang.idl-pvwave archive