
Subject: Re: Delayed plotting in object graphics
Posted by [Mark Hadfield](#) on Thu, 14 Dec 2000 03:15:27 GMT
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"Ben Tupper" <pemaquidriver@tidewater.net> wrote in message
news:3A382F64.878031CD@tidewater.net...

>
> I think I shall try idea #3, making the points that are
'yet-to-be-plotted' the
> background color while the 'already-plotted' points
> a color distinct from the background. I suppose I could link the rate of
the
> plot to a slide widget, which, sliding from left to right, indicates the
> relative position in the sequence of points. Then the user could move
back and
> forth through the sequence at will (maybe.)

I think allowing user control is a very good thing. Watching an animation
unfold is one thing, but being able to interact with it is much better.

> I will also peek at your source page.

I think it would take me a couple of hours to hack my MGHgrAnimator class
into something that does what you want. (I might just have a go, because I
think it would be pretty cool. On the other hand, I might do some work...)
As I said before, the animation functionality is in the superclass,
MGHgrAnimatorBase. To apply it to a different situation one just has to
override MGHgrAnimatorBase's methods (CountFrames, Display, Play, PlayNext,
PlayNext, etc) for the particular situation.

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