
Subject: Re: Passing Image Data :)

Posted by [Logan Lindquist](#) on Fri, 19 Oct 2001 21:52:31 GMT

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<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<HTML><HEAD>
<META http-equiv=Content-Type content="text/html; charset=iso-8859-1">
<META content="MSHTML 6.00.2600.0" name=GENERATOR>
<STYLE></STYLE>
</HEAD>
<BODY>
<DIV><FONT face=Arial size=2>&gt; David! Who wants nowadays the Info structure as
a pointer? The whole<BR>&gt; widget program should be an object, and the GUI
needs to be its property<BR>&gt; - then everything will be right there when you
need it :-)<BR></FONT></DIV>
<DIV><FONT face=Arial size=2>Pavel,</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2>At first I started writing the&nbsp;GUI as an
object using the various IDLgr* components that now are apart of the language. I
have never used these or the direct object window before, that was part of the
problem. &nbsp;I was trying to simulate Dr. Fanning's :) image_blend.pro, but
that got out of hand quickly and decided to ditch the whole object thing until
after my program is due. It's just programming finesse anyhow, another way to do
things. I figured I would stick&nbsp;to what I was familiar with.
&nbsp;</FONT></DIV>
<DIV><FONT face=Arial size=2></FONT>&nbsp;</DIV>
<DIV><FONT face=Arial size=2><A href="http://world.altavista.com/tr">Mögen Sie
lebhaftlanges und sich zu erweitern</A>,<BR></FONT></DIV>
<DIV><FONT face=Arial size=2>Logan</FONT></DIV>
<DIV><A href="http://world.altavista.com/tr"><FONT face=Arial
size=2></FONT></A>&nbsp;</DIV></BODY></HTML>
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