
Subject: Re: pixmap drawables in Object Graphics?
Posted by [Dick Jackson](#) on Tue, 18 Dec 2001 16:25:31 GMT
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"Martin Downing" <martin.downing@ntlworld.com> wrote in message
news:acGT7.25951\$4e3.3371804@news6-win.server.ntlworld.com.. .

> Now I need to get to grips with ViewGroup
> objects so I can render multiple views, any simple examples out there?

At the bottom of RSI/IDL55/lib/utilities/idlexobjview__define.pro there's an
IDLexObjview__example routine that uses two views in a viewgroup:

```
IDL> .compile idlexobjview__define  
IDL> IDLexObjview__example
```

I think it will just involve getting each view from the viewgroup and
telling it to draw to the window (or buffer!) in turn.

Best of luck with that!

Cheers,

--

-Dick

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