
Subject: Re: max # pixmaps in MSWin IDL 5.5?

Posted by [David Fanning](#) on Tue, 27 Aug 2002 16:14:09 GMT

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Liam E. Gumley (Liam.Gumley@ssec.wisc.edu) writes:

> Sounds like a good idea to me. In fact it would be great to have a
> generic window object with these methods, and the ability to be visible
> (mapped) or invisible (unmapped). I'd also vote for a 'frame'capability,
> where each window has a number of built-in frames that you can step
> through or animate.

Oh, now wait a minute! Now you are stealing the ideas
my client is paying me a lot of money to develop! He
thinks I'm the only one who can come up with this. :-(

Cheers,

David

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