
Subject: Re: IDL objects and names

Posted by [Rick Towler](#) on Wed, 12 Feb 2003 20:50:47 GMT

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"Sebastian" <s@visita2.die.upm.es>

> Is there something like an IDLClass that all IDLgr* classes inherit from?
> I know that the reference manual says for most of the IDLgr* classes "This
> class has no superclasses", but is it true? I mean, what's the point of
> having "objects" and making no use of their (theoretical) capabilities?

FWIW, all atomic graphics objects inherit IDLgrGraphic (structure objects do not).

```
IDL> obj = obj_new('IDLgrPolyline')
```

```
IDL> obj -> IDLgrGraphic::GetProperty, ALL=a
```

```
IDL> help, a, /struct
```

```
** Structure <195dc18>, 11 tags, length=128, data length=123, refs=1:
```

```
  COLOR      BYTE      Array[3]  
  HIDE       LONG      0  
  NAME       STRING    "  
  PALETTE    OBJREF    <NullObject>  
  PARENT     OBJREF    <NullObject>  
  XCOORD_CONV DOUBLE    Array[2]  
  XRANGE     DOUBLE    Array[2]  
  YCOORD_CONV DOUBLE    Array[2]  
  YRANGE     DOUBLE    Array[2]  
  ZCOORD_CONV DOUBLE    Array[2]  
  ZRANGE     DOUBLE    Array[2]
```

COLOR, HIDE, NAME, PALETTE, and PARENT are obvious. [XYZ]RANGE contains the min and max values of the object's position in object space.

[XYZ]COORD_CONV values are as documented in the subclass's documentation and are used in constructing a transformation matrix which transforms the object from object space to normalized space (or some other scaled space).

I can dig up the methods if you like.

What you can do with it is another question...

-Rick
