
Subject: Re: Not Sure about widget hierarchy ??

Posted by [David Fanning](#) on Wed, 23 Apr 2003 21:27:09 GMT

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JD Smith (jdsmith@as.arizona.edu) writes:

```
> I don't regard a draw widget as a window. It's a canvas, embedded in a
> base, which may be a top level base defining a window (i.e. that which
> has a title bar). How about:
>
> IDL> b=widget_base(/ROW,SPACE=1)
> IDL> d1=widget_draw(b,xsize=100,ysize=100)
> IDL> d2=widget_draw(b,xsize=100,ysize=100)
> IDL> widget_control, b,/realize
```

Talk about namespace clashes! How about we talk about "application windows" which are those things with the nice menu bars on them and correspond to a top-level base widgets, and "graphics windows", which are those things you traditionally draw graphics in. When those things are objects, we could call them.... Oh, on second thought, just forget about the whole thing. :-)

Cheers,

David

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David W. Fanning, Ph.D.

Fanning Software Consulting, Inc.

Phone: 970-221-0438, E-mail: david@dfanning.com

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